Star Tramps

Freelance Space Explorers

Pathfinder®

Roleplaying Game Compatible

Star Tramps

Freelance Space Explorers

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Based on Pathfinder by Paizo Inc.

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Introduction

Star Tramps is a game of grimy, mercenary space exploration in the new wild west. It takes the familiar Pathfinder ruleset and transports it into a galaxy just emerging from an apocalyptic war over the ruins of a dead empire. The PCs are freelance explorers, hoping to make their fortune out in the periphery by making contact with lost human worlds to earn the bounty paid by the Extropy Society, or else to find their own unique way to exploit such an opportunity.

In this book you'll find eight updated Pathfinder base classes (plus updates for a few more than aren't as recommended) for use in the Star Tramp science fiction setting. You'll also find two new archetypes help further immerse characters in the setting. In addition, there are all new races representing the diverse worlds of humanity.

The Pathfinder vehicle rules have been expanded to accommodate starships, and rules are including for customizing your own. PCs will have the option of starting with a starship, and a massive debt to match. There is also a wealth of new high-tech gadgets, from particle weapons to hardsuits to nano-medical devices.

New space exploration rules allow you to travel at FTL speeds, scan worlds from orbit, and die horribly without a spacesuit.

Finally, Star Tramps includes an original science fiction setting specifically geared towards freelance exploration. In addition to setting history, there is an outline for the human core worlds to serve as a base, and a random planet generator to give the PCs a nearly infinite number of new worlds to explore.

Star Tramps assumes the reader is already familiar with the Pathfinder Roleplaying Game. The reader should also familiarize themselves with the vehicle rules from Ultimate Combat. Finally, although it is not strictly necessary, knowledge of the Cybertech rules from the Pathfinder Campaign Setting: Technology Guide will allow you to get the maximum use from this product. All of these rules can be referenced online.

Character Creation

Characters for Star Tramps are generated in much the same way as they are in base Pathfinder, but with a few changes to Race, Class and Equipment choices, and of course the introduction of a group Starship (and associated debt). These changes are outlined below:

Races

The following variant humans replace the standard races found in Pathfinder (unless your group wants space elves, we're not judging).

Martian

Martians consider themselves the successors of Earthlings as the "baseline" of humanity. Culturally Martian humans are certainly the most numerous within known space. Martians are highly individualistic and versatile, and thanks to centuries of genetic manipulation have a staggering array of hair, skin and eye colors. Martians are most common in the core worlds, where they make up the majority of the population, but the culture of Mars can be found almost everywhere there are humans.

Martians use all the normal rules for Humans.

Babylonian

Babylonian culture is the other dominant culture among the human core worlds, something of a rival or counterpoint to Martian culture. Babylonians are extreme capitalists and ruthless competitors. Their culture and worlds make up the economic backbone of the Extropy Society.

Babylonians are culturally more conservative than Martians, and while genetic engineering is not unknown to them they tend towards hair, skin and eye colors consistant with those found on natural Earth humans. Instead of uniqueness, Babylonians engineer their children for superficial beauty.

Standard Racial Traits

Ability Score Racial Traits: Babylonians are a cunning and charming people, but their superficial genetic engineering has reduced their overall health. They gain +2 Charisma, +2 Intelligence and -2 Constitution.
Dog Eat Dog: Babylonians gain a +2 racial bonus to Bluff and Sense Motive checks.
Paranoid: Babylonians gain a +2 racial bonus to Perception checks. Perception is always a class skill.
Bon Vivant: Babylonians gain a +2 racial bonus to Fortitude saves made to avoid the ill-effects of alcohol and other recreational intoxicants.

Fringer

While Martians and Babylonians are mostly from the core worlds, Fringers live out in the periphery, away from the politics of the core. Many fringe worlds were not even involved in the Reunification Wars, and have only recently been recontacted. Many more remain lost.

Fringers live at a lower technological standard than that enjoyed in the core, often having to rely on salvaged or jury-rigged equipment, but that just makes them resourceful. Fringers can be found anywhere outside the core.

Standard Racial Traits

Ability Score Racial Traits: Fringers need to be deft and cagey to survive, leaving little time for social niceties. They gain +2 Dexterity, +2 Wisdom and -2 Charisma.
Make Do: Fringers gain a +4 racial bonus to Craft checks to make repairs.
Jury-Rig: When crafting items, fringers may reduce the cost in raw materials by 25% (so materials costing 200 c would instead cost 150 c). This has a consumerate decrease to the sell value of the item, as people are less inclined to buy something made mostly out of duct tape.
See The Value: Fringers gain a +2 bonus on Appraise checks.

Grunt

Grunts are the results of the various different (failed) supersoldier projects undergone during the Reunification Wars. Although many advances were made towards the goal of a weaponized human, a supersoldier was never developed that could justify the cost.

With the war over, these genetically engineered killing machines struggle to find a place in a peaceful galaxy.

Standard Racial Traits
Ability Score Racial Traits: Grunts were engineered to be strong, tough, and to follow orders without question. They gain +2 Strength, +2 Constitution and -2 Wisdom.
Low-Light Vision: Grunts can see twice as far as normal humans in conditions of dim light.
Keen Senses: Grunts gain a +2 racial bonus to Perception checks.
Fearless: Grunts gain a +2 racial bonus to Will saves against fear and similar effects.
Built To Last: Grunts gain a natural armor bonus of +1.

Spacer

Spacers are people born and raised in space, either on starships or space stations. Detached from the culture of any one world, each Spacer finds their own place in the galaxy.

Growing up on a ship gives Spacers an almost unparalleled familiarity with them. A good spacer crew member will always find their skills in high demand.

Standard Racial Traits
Ability Score Racial Traits: Spacers are a sharp and good with rools, but life in space has made them unusually weak. They gain +2 Intelligence, +2 Dexterity and -2 Strength.
Spaceborn: Spacers gain a +2 racial bonus on Pilot (Starship) and Astrogation checks. Pilot (Starship) is always a class skill for spacers, and they can make Astrogation checks untrained.
Zero G Experience: Spacers gain a +4 dodge bonus to AC in zero or low gravity environments.
Spacesuit Familiarity: Spacers are always considered proficient with spacesuits, and decrease the armor check penalty of spacesuits by 2.

Classes

While there are a large number of existing Pathfinder base classes that work well with Star Tramps, they all require a small amount of tweaking to bring their class skills and other features in line with the science fiction setting. Such modifications are discussed below.

Good Choices

The following are the existing Pathfinder classes that are an especially good fit for Star Tramps. With the modifications noted below any of these classes would make very effective space explorers.

Fighter

The existence of fighting men and women is eternal; only the weapons change. Fighters fit the same role in Star Tramps as they do everywhere: as heavily armed, heavily armored combat machines.

To play a Fighter in Star Tramps replace the class skills Ride and Swim with Pilot (Ground Vehicle) and Computers. Additionally, add the weapon groups particle, ion and plasma to the available weapon groups for the Weapon Training class feature.

Rogue

Although often using more advanced equipment, rogues are up to all their old tricks in the future of Star Tramps. Like fighters, rogues are largely uncharged thematically; theirs is a timeless vocation. However, Rogues also make excellent starship pilots.

To play a rogue in Star Tramps replace the class skills Swim and Use Magic Device with Pilot (Starship), Computers and Astrogate.

Barbarian

Hailing from degenerate worlds that have lost their fragile grip on civilization and have descended into superstition and anarchy. Such worlds are not uncommon on the periphery, and the more ambitious denizens of these worlds sometimes find work as explorers.

To play a barbarian in Star Tramps, no changes are necessary. Barbarians know about as much about spaceships in any setting.

Ranger

While the base Ranger is stuck with some setting-inappropriate spellcasting, using archetypes such as the Skirmisher or Trapper neatly solves this problem. With such archetypes Rangers can make for excellent explorers in Star Tramps, being almost ideal for the role.

To play an appropriate ranger archetype in Star Tramps replace the class skills Spellcraft and Swim with Pilot (Starship) and Astrogate.

Gunslinger

In the New Era the Periphery is the Wild West, and the new gunslingers... are still gunslingers. With the increased power of energy weapons gunslingers are deadliest than ever, and a very viable class for Star Tramps.

To play a gunslinger in Star Tramps replace the class skills Handle Animal and Swim with Computers and Pilot (Ground Vehicle). Additionally, replace the gunsmith class feature with the gun training class feature at 1st level.

Investigator

Like the Ranger, the base Investigator has some issues with the extracts being quite magical. However this can be fixed with archetypes, specifically the Sleuth in this case. Sleuth-type investigators would be perfectly suited for Star Tramps.

To play an investigator with an appropriate archetype in Star Tramps replace the class skills Spellcraft and Use Magic Device with Pilot (Starship) and Computers.

Slayer

The martial hunting skills of a Slayer are very much at home in the periphery. Slayers make excellent bounty hunters; they even have an archetype for it. They can also be outback warriors fighting on fringe worlds.

To play a slayer in Star Tramps replace the class skills Swim and Ride with Pilot (Starship) and Computers.

Brawler

Even in a universe of particle weapons and vibroblades, there is still always work for those who have honed their own bodies into living weapons. While very situational, the brawler can still find a lot of use in the New Era. T he brawler is a much stronger choice for an unarmed fighter in Star Tramps than a monk.

To play a brawler in Star Tramps replace the class skills Handle Animal and Ride with Pilot (Starship) and Pilot (Ground Vehicle).

Swashbuckler

Swashbucklers have just the right attitude, if not precisely the right weapons, for explorers in Star Tramps. Panache and other class abilities can make melee combat quite viable, and bringing a sword to a gun fight is always a mark of style.

To play a swashbuckler in Star tramps replace the class skills Ride and Swim with Computers and Pilot (Starship).

So-So Choices

These classes, while an imperfect fit, can be made to work in a Star Tramps campaign.

Monk

Monk abilities have a magical flavor, and the brawler class fits the same niche in a way that is more setting appropriate. Still, there is nothing about the monk that makes is non-viable for Star Tramps.

To play a monk in Star Tramp, no changes are necessary.

Alchemist

While the Alchemist has access to what could be characterized as magic, groups tolerant of a bit of hand waving and proclamations of "SCIENCE!" could use Alchemists as sort of mad scientist types.

To play an alchemist in Star Tramps replace the class skills Spellcraft, Use Magic Device and Knowledge (arcana) with Pilot (Starship), Computers, and Astrogation.

Investigator Revisited

Investigators without an extract-removing archetype are also possible, with the same hand wavery as with alchemists above. In this case they would be some manner of space Batman.

To play an investigator in Star Tramps, replace Spellcraft and Use Magic Device with Pilot (Starship) and Computers.

Cavalier

There's nothing too magical about the Cavalier class, but it's hard to see where it would find a niche. There isn't a lot of call for horse guys in this particular vision of the future.

If this doesn't bother you, to play a cavalier in Star Tramps replace the class skill Swim with Pilot (Starship).

And The Rest...

All the other base classes, at the time of this writing, are highly magical and not setting-appropriate to Star Tramps. If, however, your group wishes to include magic in your Star Tramps campaign it's easy to just say "wizards are yes now".

Starting Equipment

Regardless of class, all Star Tramps characters start with 250 c (banking credits) to spend on starting equipment. This can be used to purchase anything outlined in the Equipment section of this book, and possibly equipment from other Pathfinder compatible products at a one credit per one gp ratio (at the GM's discretion).

If the group collectively agrees, each player may begin with an additional 250 c worth of equipment. This extra money is added to the group's starship debt (see below).

The Starship

The biggest difference between Pathfinder and Star Tramps character creation is a starting Star Tramps group gets to design a communally-owned starship. The good new is that you have an unlimited budget to do so. The bad news is you will owe the cost of the ship to some scary creditors, and they charge interest.

To create the group's starship, simply choose one of the ship types outlined in the Starships chapter. Next outfit it with whatever weapons, armor, shields, and other components the group wants, paying attention to the available free squares. All this is also described in more detail in the Starships chapter. Finally, add up the cost of everything. This is the group's new debt.

The interest rate on this loan is 5%, and the group is expected to pay the interest every quarter (3 standard months). Of course, this is compound interest, so miss a payment and the principle grows. And these 5% payments are just the interest, the PCs will have to pay more money if they want to begin paying down the debt. These payments can be made from anywhere with Tachyon-Net access.

Miss three payments in a row and your creditors start sending bounty hunters to come repossess your ship. Start killing *them* and you'll have some real problems on your hands.

Positions on a Starship

The following are the roles the PCs will need to fill to be able to self-sufficiently run their ship, in order of importance. One PC with several skills could take multiple roles.

Navigator: The PCs will need someone to make Astrogation checks to plot their FTL jumps. This is very important; all of the other positions on this list can be attempted untrained. Astrogation cannot. In the absence of a PC navigator the PCs will have to either hire a navigator, or prepare for a dangerously bumpy ride with mishaps on every jump.

Pilot: Anyone with a positive Wisdom bonus can take ten on a check and pilot a starship in ordinary circumstances, but the PCs are about to make a career out of taking their ship into extraordinary circumstances. A good pilot is a huge asset.

Operations: The PCs will need someone with a decent Computers check to make scanning checks, especially when scanning planets to sell the results to the Society.

Gunner: The PCs will need one gunner per weapon mounted on their ship. Having a high BAB will help in this role.

New Archetypes

Navigator

Class: Rogue

The key to a successful starship journey is a good navigator. Pilots may get all the credit, but that's just because when a navigator does her job everything runs smoothly. It's only when you have to undergo an interstellar journey without a good navigator that their value because apparent.

A navigator has the following class features:

Navigation

As the name suggests, the navigation is an expert at astrogation. A navigator adds half her level to any Astrogation check made to plot an FTL course.

This ability replaces trapfinding.

Predictive Astrogation

Starting at 2nd level, a navigator can plot an FTL course for a trip to be undertaken at a later date. Once such a predictive route has been plotted, the trip could even be undertaken without the presence of the navigator herself.

The plot a predictive route for a future trip, the navigator makes an Astrogation check, with a -1 penalty for every week away from the present the intended time of the trip will be. So plotting a trip one month away would impose a -4 penalty to the check. This roll should be made in secret by the GM, who will only reveal the results once the trip is underway.

This ability replaces Evasion.

Starfighter Ace

Class: Fighter

When two great star powers go to war the skies fill up with starfighters, but only the sharpest of these pilots can be counted among the starfighter aces. These elite daredevils specialize in fighting in small spacecrafts, becoming expert dog-fighters.

A starfighter ace has the following class features

Skills

A starfighter ace gains Pilot (Starship) as a class skill, and loses Pilot (Ground Vehicles).

Ace Pilot

At 3rd level, the Starfighter Ace gains a +2 competence bonus to all Pilot (Starship) checks made to pilot small starships. Every four levels thereafter (7th, 11th, and 15th) this bonus increases by +2.

This ability replaces armor training.

Dogfight Training

When a Starfighter Ace choose a weapon group for the purposes of weapon training, they may opt to instead select the starship equivalent. So a Starfighter Ace could take starship ion weapons instead of personal ion weapons as a weapon training choice.

This ability modifiers weapon training.

Skills

Star Tramps introduces several new skills relevant to space explorers. For information on which of these skills are considered class skills for existing classes see the Character Creation chapter.

Computers (Int)

You know how to use computers and computerized control systems.

Common Uses

Conduct Scan

You can use Computers to scan planets and other starships with a ship's sensors. The higher the result of the check the more detailed the results of the scan will be.

Scan Level	DC
Level 1	12
Level 2	18
Level 3	30

A level 1 scan of a starship reveals the type of ship being scanned. A level 2 scan reveals all mounted weaponry on the ship, and a level 3 scan reveals all components, as well as current hit points.

A level 1 scan of a planet reveals if it is habitable by humans. A level 2 scan gives general information about the current climate and geography. A level 3 scan is able to extrapolate historical information, as well as predict the planets various cycles and patterns (such as the tides and the seasons).

Hack Restricted Computer

You can use Computers to gain access to a restricted computer. The standard DC for this check is 15, although especially computer-literate individuals might have more complex locks. In such a case the hackers Computers check must exceed the Computers check made to secure the computer.

Secure Computer

You can use Computers to protect a computer from hacking. The DC for this check is 10. If the check is successful, the DC to hack the computer is now equal to the result of the check. This check should be made by the GM, and the results kept secret.

Lock Computer

You can use Computers to "lock" a computer, preventing anyone else from gaining access unless they can get past your blocks. Locking a computer requires a DC 20 Computers check. If this check is successful, the computer is "locked" and inaccessible. Unlocking such a computer requires a Computers check that beats the original check made to lock the computer.

Action

Usually a full round action.

Retry?: Yes, although most systems will lock the user out for a period of time after a failure, usually 24 hours.

Untrained

An untrained Computers check is simply an Intelligence check.

Modifiers

Alien Computer System: If the computer being accessed is intended for a species other than the user, the user takes a -10 equipment penalty to the Computers check.

Astrogation (Int; Trained Only)

You know how to navigate faster-than-light jumps, plotting courses, avoiding mishaps, and even make better time.

Common Uses

Plot An FTL Jump

You can use astrogation to plot the course of an FTL jump. The DC for this check is based on how well known the planet is.

Planet Type	Astrogation DC
Core World	10
Charted Known World	12
Charted Lost World	15
Uncharted World	20

A charted world is one for which star charts exist, usually this means worlds discovered and colonized no later than the late imperial era. Known and Lost world speaks to whether the world has been contacted by the Extropy Society since the war.
Make Better Time

A good astrogator can shave time off a trip with some dangerous tricks. When plotting an FTL jump an astrogator can attempt to reduce the travel time by one hour for every +1 by which they are willing to raise the DC. The only limit to this bonus is how high a DC the astrogator believes they can beat.

Action

Plotting a standard FTL jump takes one hour with a computer, or (10 - Int bonus) hours without one. Unless rendered inoperable, all starships come equipped with an appropriate console for astrogation.

Retry?: Yes, although failure results in an FTL Mishap (see the Space Exploration chapter for details).

Untrained

No, except with an autopilot.

Modifiers

Long Trip: For every 1,000 light years of a trip, apply a cumulative -1 penalty to the Astrogation check.

Pilot (Starship, Ground Vehicle) (Dex)

You are familiar with piloting vehicles. There is a separate Pilot skill for both Starships and Ground Vehicles. Pilot (Starship) is used as the drive skill for all Starships, and Pilot (Ground Vehicles) is used as the drive skill for all modern ground vehicles.

Common Uses

Drive Skill

The many ways in which drive skills are used is described in the Ultimate Combat vehicles section, and in the Starships section of this book.

Action

Varies; usually a standard action.

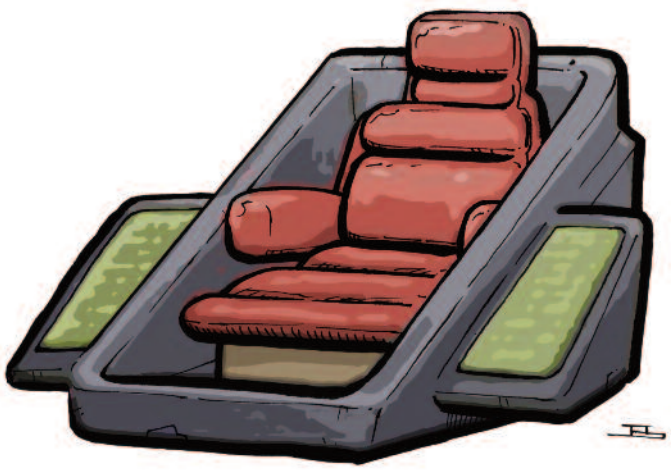
Retry?: No.

Untrained

An untrained Pilot check is a Wisdom check, not a Dexterity check.

Modifiers

Alien Vehicle: If the vehicle being piloted is intended for a species other than the user, the user takes a -5 equipment penalty to the Computers check.



Equipment

Energy Weapons

The following are the special rules for Energy Weapons. These rules supercede the existing firearms rules completely, even though they are similar.

Energy Weapon Proficiency: Energy pistols are treated as simple weapons. All other energy weapons are martial weapons, unless otherwise noted.

Capacity: An energy weapon's capacity is the number of shots it can hold at one time. When making a full-attack action, you may fire a firearm as many times in a round as you have attacks, up to this limit, unless you can reload the weapon as a swift or free action while making a full-attack action.

Range and Penetration: Modern high-tech armor has been designed with modern high-tech weapons in mind. By default attacks with energy weapons are resolved against the target's normal AC, although ionic and plasma weapons have special rules that allow them to negate some of this (see below).

Against low-tech armor made of metal or leather (such as the kind described in books other than this one) energy weapons ignore the Armor bonus at any effective range.

New Weapon Feature: Ion

Attacks made within the first five range increments of an ion weapon ignore the target's Deflection bonus to AC, in the same way that a touch attack ignores the Armor bonus.

New Weapon Feature: Plasma

Attacks made within the first range increment of a plasma weapon ignore the target's Armor bonus to AC, like a touch attack.

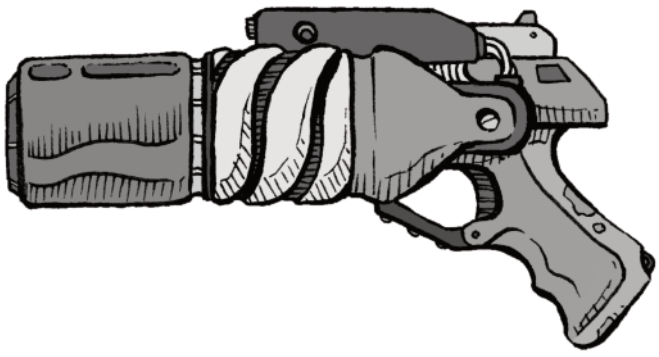
Loading an Energy Weapon: You need at least one hand free to load one-handed and two-handed energy weapons. In the case of two-handed energy weapons you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the weapon. It is a move action to load a one-handed or two-handed energy weapon to its full capacity.

Ammunition: Energy weapon ammunition takes many forms, including particle packs, ion packs, and plasma magazines. Unlike some other types of ammunition, energy weapon ammunition is destroyed when it is used, and has no chance of being retrieved on a miss.

Concealing Energy Weapons: Like light weapons and hand crossbows, energy pistols are easy to conceal on your person.

Fire while Prone: Energy weapons, like crossbows and firearms, can be fired while their wielders are prone.

Deflecting and Snatching Energy Bolts: The Deflect Arrows feat and the Snatch Arrows feat cannot be used to deflect, snatch or otherwise interfere with energy bolts and other emissions from energy weapons under normal circumstances. The only exception to this rule is if everyone in the group agrees that it would be really "badass".



Energy Pistols

Weapon	Cost	Dmg	Crit	Range	Cap	Type	Spec
Particle Pistol	24 c	2d6	19-20	200 ft.	50	B + P	
Ion Pistol	50 c	2d6	19-20	200 ft.	50	B + P	Ion
Plasma Pistol	100 c	2d6	x3	50 ft.	18	Fire	Plasma

Two-Handed Energy Weapons

Weapon	Cost	Dmg	Crit	Range	Cap	Type	Spec
Particle Rifle	56 c	2d8	19-20	200 ft.	100	B + P	Automatic
Ion Rifle	100 c	2d8	19-20	200 ft.	100	B + P	Ion, Automatic
Plasma Caster	220 c	2d8	x3	50 ft.	30	Fire	Plasma

High-Tech Melee Weapons

Weapon	Cost	Dmg	Crit	Type	Spec
Vibroknife	8 c	1d10	19-20	S	
Vibrosword	14 c	2d6	19-20	S	
Two-handed Vibroaxe	26 c	2d8	x3	S	
Ionic Monosword	50 c	2d6	19-20	S	Ion

Ammo	Cost (10)	Cost (100)
Particulate Shot	1 c	10 c
Ionic Shot	2 c	20 c
Plasma Shot	10 c	100 c

Particle Weapons: Particle weapons accelerate atoms to a velocity near the speed of light by firing them in a focused high-energy beam. The subsequent particle beam causes high damage due to the velocity of the atoms. Particle weapons make a popping noise when fired, caused by the atoms breaking the speed of sound. Particle weapons are the most commonly found weapons in known space.

Particle pistols are one-handed particle weapons, and particle rifles are the two-handed version.

Ion Weapons: Ion weapons are variant particle weapons where the atoms (the titular particles) are electrons. Ion weapons are especially effective against shields, which they can often bypass entirely. See the Ion special weapon feature, described above.

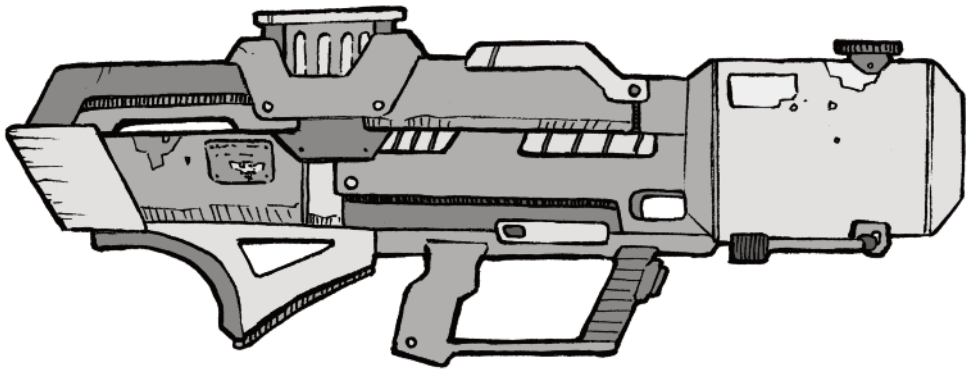
Ion pistols are one-handed ion weapons, and ion rifles are the two-handed version.

Mono Weapons: A blade sharpened to a monomolecular edge. The ionic variety is electrically charged to allow it to bypass shields.

Plasma Weapons: Plasma weapons fire superheated ionized hydrogen. This plasma is directed to it's target by using a laser beam to ionize the air between the barrel and the target. The entire process happens at the speed of light and appears to be a single bolt. A fired plasma weapon sounds a bit like a thunderclap, as the energy is unleashed at the target all at once. Plasma weapons are powerful enough to punch through many types of armor, bypassing it. See the plasma special weapon feature, described above.

Plasma pistols are one-handed plasma weapons, and plasma casters are the two handed version.

Vibro Weapons: Vibro weapons use a high frequency sonic pulse to vibrate the weapon at extremely high speeds, increasing the tearing effect of the weapon. Vibroweapons are especially useful for fighting inside spacecraft, where a stray energy bolt could depressurize the cabin and kill everyone.



Light Armor

Armor	Cost	AC	Max Dex	Penalty	Fail	Speed	Weight
Armored Vest	25 c	+3	+6	0	15%	30 ft.	10 lbs.
Armored Coat	50 c	+4	+5	0	20%	30 ft.	15 lbs.

Medium Armor

Armor	Cost	AC	Max Dex	Penalty	Fail	Speed	Weight
Infiltrator Body Armor	100 c	+5	+4	-1	25%	30 ft.	25 lbs.
Combat Body Armor	150 c	+6	+3	-3	30%	30 ft.	30 lbs.

Heavy Armor

Armor	Cost	AC	Max Dex	Penalty	Fail	Speed	Weight
Stealth Hardsuit	9,600 c	+7	+2	-2	35%	30 ft.	100 lbs.*
Standard Hardsuit	3,400 c	+8	+1	-4	40%	30 ft.	150 lbs.*
Heavy Hardsuit	11,400 c	+9	+0	-6	40%	30 ft.	200 lbs.*
Space Suit	500	+6	+0	-4	40%	20 ft.	30 lbs.

Personal Shields

Armor	Cost	AC	Weight
Personal Shield +1	250 c	+1	1 lb.
Personal Shield +2	1,000 c	+2	1 lb.
Personal Shield +3	2,250 c	+3	1 lb.
Personal Shield +4	4,000 c	+4	1 lb.
Personal Shield +5	6,250 c	+5	1 lb.
Personal Shield +6	9,000 c	+6	1 lb.

Armor

Armored Vest: A lightly armored vest, capable of being worn under street clothes.

Armored Coat: A long armored coat.

Infiltrator Body Armor: Military-grade infiltration armor, designed for stealth over maximum protection. Covers the whole body and includes a helmet.

Combat Body Armor: Military-grade infantry body armor, covering the whole body and including a helmet.

Hardsuits (general): These fully-enclosed armored suits uses internal pressure receptors sense the movements of the wearer and react accordingly. Hardsuits carry their own weight; therefore the weight of a hardsuit does not count against the character's maximum carrying capacity (do keep it in mind for things like thin ice or rickety bridges, however).

Stealth Hardsuit: Stealth hardsuits are designed for secret operations. The wearer of a stealth hardsuit gains a +1 resistance bonus to saving throws, a +2 equipment bonus to Perception checks (thanks to the HUD), and a +4 equipment bonus to Stealth checks. Additionally, the wearer may Hide in Plain Sight (as a ranger in his favored terrain).

Standard Hardsuit: A standard hardsuit grants the wearer a +1 resistance bonus to saving throws, and a +2 equipment bonus to perception checks (thanks to the HUD).

Heavy Hardsuit: The heavy hardsuit actually enhances the strength of the wearer, granting them a +2 enhancement bonus to Strength. Additionally, the armor grants the wearer a +2 resistance bonus to saving throws, and a +2 equipment bonus to perception checks (thanks to the HUD).

Space Suit: A space suit is a fully environmental suit intended for space walks, but one can serve as makeshift armor in a pinch.

Personal Shields

Personal shields project a field of force around the user, protecting them from attacks (although attacks from ion weapons will punch right through a shield). Personal shields are easy to conceal or even wear openly without drawing the negative attention that wearing armor can bring.

Personal shields are rated from +1 to +6. A personal shield grants a deflection bonus to AC equal to its rating. Shields with stronger field generators are increasingly sophisticated and therefore increasingly expensive.

Note that the unusually low price of personal shields is because of the abundant ways to bypass them, i.e. ion weapons. If imported into games lacking ion weapons they should be priced accordingly.

Modification	Cost
Advanced HUD	1,200 c
Custom Fit	500 c
Flight Rockets	20,000 c
Energy Shielding	12,000 c

Hardsuit Modifications

The following modifications can be added to any Hardsuit or Space Suit.

Advanced HUD: An advanced HUD increases the equipment bonus to Perception checks from the HUD from +2 to +4.

Custom Fit: A hardsuit with a custom fit is designed specifically to be worn by a single individual. When this person wears it, the Armor Check Penalty of the hardsuit is reduced by 1. However, when anyone else wears the suit this penalty is instead increased by one.

Flight Rockets: Flight rockets allow the wearer of the Hardsuit to fly at a speed of 40 ft.

Energy Shielding: There are as many types of energy shielding as they are types of energy. When energy shielding is added to a hardsuit choose an energy type. Energy shielding grants energy resistance 10 vs. the chosen energy type. Energy shielding can be added to a hardsuit multiple times. Each time choose a different energy type.

Exploration Gear

Name	Cost
Food Capsules (per day)	2 c
Hailer	50 c
Omnitool	250 c
Explorer's Goggles	800 c
Basic Nanodoc (25 charges)	500 c
Advanced Nanodoc (25 charges)	3,000 c
Society Nanodoc (25 charges)	7,500 c
Nanomechanic (25 charges)	3,000 c
Collapsible Glider	6,000 c
Holographic Disguise	1,800 c
Holo Projector	5,000 c
Rebreather (10 hours)	1,500 c
Clean Canteen	2,000 c
Hoverlamp	2,000 c
Climbing Grips	12,000 c
Scanner Cloak	12,000 c
Compliance Powder (DC 13) (per dose)	120 c
Tachyon Relay	6,000
Towel	1 c

Food Capsules: A day's worth of food and nutrition, in pill form. Easy to store if not particularly pleasant to eat.

Omnitool: This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills. It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

Hailer: A smartphone-sized communications device capable of communicating short-range independently, or long-range over the Tachyon Net. A hailer can communicate with any other hailer or starship within a light-year on its own. If the hailer is within 5-light-years of a Tachyon Relay it has Tachyon Net access and can communicate with any communication device that also has Tachyon Net access.

Hailers can display a video of the person talking, but almost nobody ever uses this feature. They also act as small, low-memory personal computers that can store text, audio and video.

Explorer's Goggles: Explorer's goggles constantly scan the environment and display any relevant data to the user. This grants a +2 equipment bonus to Perception and Appraise checks.

Basic Nanodoc: An idiot-proof hypospray used to introduce medical nanobots into the bloodstream of the patient, where they can heal most wounds.

Nanodocs are calibrated to an individual species; using a nanodoc on a species other than the one it was intended for causes the target to take damage equal to what the Nanodoc would usually heal.

A basic nanodoc heals 1d8+1 damage per application.

Advanced Nanodoc: A version of the nanodoc using more advanced nanobots, making it more effective.

An advanced nanodoc heals 2d8+3 damage per application.

Society Nanodoc: A nanodoc using state-of-the-art Extropy Society nanobots, not something they usually waste them on. These are given out jealously by the Society and are rarely for sale.

A society nanodoc heals 3d8+5 damage per application.

Nanomechanic: A nanomechanic is a slightly less elegant version of a nanodoc used for emergency repairs to mechanical objects.

A nanomechanic restores 3d6 hit points to a damaged object per application. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points.

Collapsible Glider: A character with a collapsible glider can take a move action to activated it. Once so activated the user takes no falling damage, can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. The glider cannot actually gain height, merely coast in other directions as the user falls. If subjected to a strong wind or any other effect that causes the user to rise the user can take advantage of it in order to increase the distance they can glide.

The glider can be activated prior to a fall, so as to take advantage of it immediately. Gliders cannot be properly activated by characters wearing heavy armor, or carrying a heavy load.

Holographic Disguise: This small pin-sized holographic projector allows its wearer to alter her appearance as with a *Disguise Self* spell (Will DC 13). This includes appearing to change clothes at will, and the devices are often used for this purpose alone.

Holo Projector: A holo projector can make recordings and play them back as realistic holograms. A holo projector can hold a single "hologram" at a time, and play it back once per day (as the spell *Major Image,* Will DC 16). A holo projector can only project holograms of things it has recorded.

Rebreather: A rebreather is a small device that fits inside the mouth and allows the user to breathe underwater. A rebreather could also be used, in a pinch, to breathe in a non-toxic atmosphere that simply lacked sufficient oxygen to sustain human life.

A standard rebreather will last for 10 hours of operation before it becomes fouled and must be replaced.

Clean Canteen: A clean canteen automatically purifies any water poured into it, no matter how dirty, and makes it fit for human consumption in less than a minute. The canteen is also self-cleaning, making it ideal for long-term use away from civilization.

Hoverlamp: A hoverlamp is a hovering light source that follows its user. The hoverlamp floats at shoulder height and remains within 5 feet of the user, no matter how fast they move. The lamp cannot support any additional weight.

Climbing Grips: Climbing grips can adhere to almost any surface, and detach at the press of a button. Climbing grips give the user a +8 equipment bonus to climb checks and a 20 ft. climb speed.

Scanner Cloak: This sensor scrambling device, sometimes made in the form of a literal cloak by jokers but usually an arm band, broadcasts false data and otherwise interferes with attempts made to scan the user. This does not make the user undetectible by starships and other artificial sensors, it just makes it impossible to glean any good data. Anyone scanning the area will know *something* is present, but will be unable to determine anything specific about the user (even an exact location).

Unless the person scanning the area is specifically looking for the user and has reason to believe they may be using electronic countermeasures to avoid being scanned, the scrambled data created by the Scanner Cloak will look like background noise and will be ignored by many.

Compliance Powder: Compliance powder is a powerful airborne pheromone. Blowing a dose in someone's face, or otherwise introducing it to their bloodstream, will force the target to make a DC 13 will save or be affected as though by the *Charm Person* spell.

Tachyon Relay: A Tachyon Relay gives access to the Tachyon Net everywhere within a 5 light-year radius. The Tachyon Net is everywhere, the tachyons don't need to be relayed, what does not to be relayed is the signal that regular communications equipment can send and receive.

Any basic communicator, such as a hailer, as long as it is within 5 light-years of a Tachyon Relay, can communicate with any other basic communicator that is also within 5-light-years of a Tachyon Relay, even if there is a large gap between the two areas of coverage.

A Tachyon Relay takes 24 hours to fully boot up and begin granting Tachyon Net access, as well as a successful DC 15 Computers check (If failed, this check can be retried once every 30 minutes until successful). It also requires a large bubble of vacuum to operate (so it cannot be installed inside pressurized starships or within the atmosphere of planets).

Towel: Too many uses to get into. Don't forget one.

Cybertech

The following rules are an expansion of the rules for Cybertech, found in the Pathfinder Campaign Setting: Technology Guide. They assume familiarity with those rules.

Brain Slot Cybertech	Weight	Implant	Install DC	Cost
Datalink (mark I)	1/2 lb.	1	30	5,000 c
Shiplink (mark I)	1/2 lb.	1	30	5,000 c
Datalink (mark II)	1/2 lb.	1	32	20,000 c
Shiplink (mark II)	1/2 lb.	1	32	20,000 c

Datalink

A wireless neural interface for computer implanted directly into the brain, to allow for mental control of computer systems. The implant grants a bonus to all Computers checks made to use any computer capable of receiving any kind of wireless input (which is most, except very ancient ones).

Datalink	Computers Bonus
Mark I	+5
Mark II	+10

Shiplink

An input/output port to allow for a direct wired connection with a starship. The implant allows the user to literally plug directly into the starship and combine physical control with mental. The implant grants a bonus to all Pilot (Starship) checks made to use any starship capable of being interfaced with in this way (which is most, including all Society and old Imperial ships).

Shiplink	Pilot (Starship) Bonus
Mark I	+5
Mark II	+10

Advanced Medical Services

Medical	Spell Equivalent	Cost
Cheap "Frankenstein Job" Reanimation	*Raise Dead* (9th level caster)	5,450 c
Revitalization Treatment	*Resurrection* (13th level caster	10,910 c
Premium Revitalization Treatment	*True Resurrection* (17th level caster)	26,530 c
Quick Pulse Wash	*Lesser Restoration* (4th level caster)	80 c
Basic Pulse Wash	*Restoration* (7th level caster)	380 c
Specialized Pulse Wash	*Restoration* to Restore Level (7th level caster)	1,280 c
Deep Pulse Wash	*Greater Restoration* (13th level caster)	5,910 c
Genetic Reset	*Heal* (11th level caster)	660 c
Emergency Clone	*Clone* (7th level caster)	1,330 c

Cheap "Frankenstein Job' Reanimation: For when you really want your friend back, but don't want to have to spend a lot of money. Cheap back alley reanimators will make all kinds of promises, and some of them even deliver. Treat as a *Raise Dead* spell with a 9th level caster.

Revitalization Treatment: There's dead and then there's dead. A lot of people give up on someone as soon as they cease to live, but there's a lot modern medicine can do with corpses these days. A revitalization treatment can bring a lot of so-called "dead" people back for another round of gunfighting. Treat as a *Resurrection* spell with a 13th level caster.

Premium Revitalization Treatment: How dead is dead really? What constitutes the "majority" of a body? With a premium revitalization treatment these are the questions you don't have to ask yourself. Scrape whatever remains of your late friend off the wall and bring them in for a complete rebuild. Treat as a *True Resurrection* spell with a 17th level caster.

Quick Pulse Wash: A fast wash of pulsating medical beams, designed to clear the body of common disorders. Treat as a *Lesser Restoration* spell with a 4th level caster.

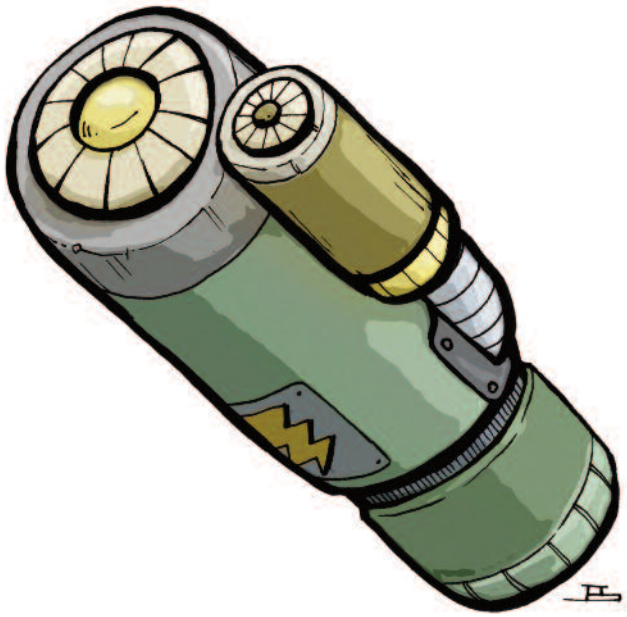
Basic Pulse Wash: A basic pulse wash, capable of clearing up most problems. Treat as a *Restoration* spell with a 7th level caster.

Specialized Pulse Wash: A specialized pulse wash designed to treat a specific, unusual issue. Treat as a *Restoration* spell with a 7th level caster used to restore a level.

Deep Pulse Wash: A complete, full body pulse wash to fully clean the body of disorders. Treat as a *Greater Restoration* spell with a 13th level caster.

Genetic Reset: A simple genetic reset with nanobots, healing any damage suffered by the patient. Treat as a *Heal* spell with an 11th level caster.

Emergency Clone: It's always nice to have a few spare clones handy, in case you die a horrible untimely death. Just don't let them wake up before you're dead or you'll have a 6th Day situation.



Starships

The following rules are an expansion of the Vehicle rules presented in Ultimate Combat. You will need to be familiar with them.

New Propulsion Type: Fusion Drive

Fusion Drives are used to propel most human starships at tactical speeds. Vehicles with Fusion Drives use a Pilot (Spacecraft) for the driving skill.

New Driving Device: Console

A console is a computerized driving device. It takes the form of a specialized computer with customizable controls. A console has an AC of 10, 25 hit points, and Hardness 5.

With a successful DC 20 Computers check taking a full round action a character can "lock out" a console. This has the same effect as if the driving device was destroyed. A console locked in this way can be restored by anyone who makes a Computers check which beats the original check made to lock the console. Consoles of this kind will also be present for each mounted weapon.

New Condition: Depressurizing

A *wrecked* starship (reduced to 0 or fewer hit points) gains the depressurizing condition. This condition ends when the starship is brought to 1 or more hit points. A depressurizing ship fully depressurizes and can no longer sustain life 30 rounds after gaining the depressurizing condition. Each additional hit on a depressurizing ship reduces the remaining time for it to depressurize by 1 round. Alternatively, when a starship is reduced to a negative number of hit points equal to its number of squares, it depressurizes immediately.

Any characters that require air inside a depressurized ship begin to suffocate unless they are wearing spacesuits.

FTL

Vehicles capable of faster-than-light travel will have an FTL rating, which is in trillions of kilometers per hour. A ship with FTL 9, the fastest available to humans, would be capable of moving at one light year per hour.

This speed only applies when the ship is making long distance FTL "jumps". In combat starships are limited to their tactical speed, which is achieved by different means than FTL travel.

Starship Sizes

All starships are considered Colossal vehicles, and are treated as such when interacting with non-starship creatures. When interacting with each other, however, the relative sizes of different ships have a few more shades of nuance. In such cases starships are broken up into special starship size categories. These size categories are only used when comparing starships to other starships (or other objects of similar scale).

Starship Size by Squares

Vehicle Squares	Starship Size
21-50	Small
51-100	Medium
101-200	Large
201-400	Huge
401-800	Gargantuan
801+	Colossal

Treat starship size categories like regular size categories for the purposes of starship combat (so a Small starship gains +1 AC and +1 to hit when fighting other starships).

Reminder: As siege engines, starship weapons require separate exotic weapon proficiencies to avoid the -4 penalty to attacks.

Starship Squares

When tracking movement and combat between starships, it is usually more convenient to use 500 ft. by 500 ft. "starship squares" rather than attempting to track things in 5 ft. squares. In such cases Small and Medium sized starships can occupy the same starship square as other Small and Medium starships. Large starships take up a single starship square, Huge starships take up two starship squares, Gargantuan starships take up four starship squares, and Colossal starships take up eight starship squares.

Expanded Ramming Damage

Larger starships deal more ramming damage than the base damage for Colossal vehicles, as shown on the table below:

Starship Size	Ramming Damage
Small	8d8
Medium	12d8
Large	16d8
Huge	24d8
Gargantuan	3d8 x10
Colossal	5d8 x10

Customizing Starships

One fourth of the squares of a starship will be taken up by the thrusters. One fourth of the squares will be taken up by other essential components. This leaves one half of the total squares as "free squares" for weapons and other optional components. Each component added to a starship occupies a certain number of these squares. A starship can only hold a number of squares of optional components equal to its free squares.

Additionally, starships can only hold a certain number and size of weapons, and indicated in the individual entry for each starship.

Starship Weapons

Starship weapons are treated like siege weapons with a Crew of 1, an Aim of 1 round and a Load of 0 rounds. Starship weapons only need to reaim to change targets, not if the target moves. Starship weapons are fired from consoles.

Ammo	Cost (1)	Cost (100)
Particulate Shot	1 c	100 c
Ionic Shot	2 c	200 c
Mass Driver Slug	2.5 c	250 c
Antimatter Torpedo	250 c	2,500 c

Small

Weapon	Cost	Dmg	Crit	Range	Cap	Space	Type	Spec
Particle Cannon	500 c	2d8 x10	19-20	5,000 ft.	50	4	B + P	
Ion Cannon	1,500 c	2d8 x10	19-20	5,000 ft.	50	4	B + P	Ion
Mass Driver	1,000 c	3d8 x10	x3	5,000 ft.	25	6	B + P	

Medium

Weapon	Cost	Dmg	Crit	Range	Cap	Space	Type	Spec
Particle Cannon	750 c	3d8 x10	19-20	5,000 ft.	100	6	B + P	
Ion Cannon	2,250 c	3d8 x10	19-20	5,000 ft.	100	6	B + P	Ion
Mass Driver	1,500 c	4d8 x10	x3	5,000 ft.	50	8	B + P	

Large

Weapon	Cost	Dmg	Crit	Range	Cap	Space	Type	Spec
Particle Cannon	1,000 c	4d8 x10	19-20	5,000 ft.	100	8	B + P	
Ion Cannon	3,000 c	4d8 x10	19-20	5,000 ft.	100	8	B + P	Ion
Mass Driver	2,000 c	6d8 x10	x3	5,000 ft.	50	10	B + P	
Antimatter Torpedo	4,000 c	8d6 x10	x4	4,000 ft.	12	10	Fire	

Huge

Weapon	Cost	Dmg	Crit	Range	Cap	Space	Type	Spec
Particle Cannon	1,500 c	6d8 x10	19-20	5,000 ft.	200	12	B + P	
Ion Cannon	4,500 c	6d8 x10	19-20	5,000 ft.	200	12	B + P	Ion
Mass Driver	3,000 c	8d8 x10	x3	5,000 ft.	100	14	B + P	
Antimatter Torpedo	6,000 c	1d6 x100	x4	4,000 ft.	18	14	Fire	

Component	Cost	Space
Shields +1	2,000 c	1
Shields +2	8,000 c	2
Shields +3	18,000 c	3
Shields +4	32,000 c	4
Shields +5	50,000 c	6
Armor +2	4,000 c	10
Armor +3	9,000 c	15
Armor +4	16,000 c	20
Targeting Computer +1	2,000 c	1
Targeting Computer +2	8,000 c	1
Targeting Computer +3	18,000 c	2
Targeting Computer +4	32,000 c	2
Scanning Probe	2,500 c	1
Society Scanning Probe	6,500 c	1
Extra Cargo Space	50 c	1
Ammo Storage	100 c	1
Living Quarters	500 c	2
Brig (4)	500 c	4
Skill Workshop	500 c	2
Medical Bay	4,500 c	8
Cloaking Device	100,000 c	10

Particle Cannon: Particle weapons accelerate atoms to a velocity near the speed of light by firing them in a focused high-energy beam. The subsequent particle beam causes high damage due to the velocity of the atoms.

Ion Cannon: Ion weapons are variant particle weapons where the atoms (the titular particles) are electrons. Ion weapons are especially effective against shields. Attacks made with Ion Cannons ignore the deflection bonus of a starship's AC, similar to how a touch attack ignores the armor bonus.

Mass Driver: Mass drivers fire metal projectiles at 82% the speed of light using multi-stage coiled electromagnets. They are, in effect, big science cannons.

Antimatter Torpedos: Antimatter torpedos are physical projectiles that produce a matter/antimatter reaction on contact. They are shot through tubes at relatively low speeds.

Shields: A powerful energy field to protect the ship from attacks. Shields grant a starship a deflection bonus to AC from between +1 and +5.

Armor: Additional armor plates increase the durability of a ship at the expense of space. Armor grants a starship an armor bonus to AC from between +2 to +4.

Targetting Computer: A dedicated targetting computer directly integrated into one of the ship's weapons. Must be attached to a single weapon at the time of installation. A targetting computer grants an enhancement bonus to attack rolls made to fire the associated weapon between +1 and +4.

Scanning Probe: A scanning probe is an automated probe that can be launched from orbit to take scans of the planet below. A scanning probe grants a +5 equipment bonus to Computers checks made to scan the planet it is on. A scanning probe takes four hours to launch, and four hours to recall.

Society Scanning Probe: A society scanning probe is an advanced scanning probe made by the Extropy Society. It works like a normal probe except it grants a +8 equipment bonus to Computers checks and takes one hour to launch, and one hour to recall.

Extra Cargo Space: Additional space for cargo. Each square grants exactly 5 ft. by 5 ft. worth of cargo space.

Ammo Storage: Additional ammo storage for one weapon. Each square of ammo storage increases the ammo capacity of one weapon by 100%. So a weapon with 100 shots would increase to 200 from the first square, 300 from the second, and so on.

Living Quarters: Long-term living and sleeping quarters for a single crew member. Crew can double up on sleeping quarters, but it is cramped and uncomfortable.

Brig: A ship's prison. Each brig cell is capable of holding up to four prisoners. Escaping from a ship's brig requires a DC 25 Escape Artist check.

Skill Workshop: Each skill has a different kind of skill workshop. A skill workshop gives a +2 equipment bonus to all checks made with the chosen skill while inside the workship. So a Computer workshops gives a bonus to Computers checks, a Knowledge (History) library gives a bonus to Knowledge (History) checks, and so on. Each skill workshop is associated with a single skill.

Medical Bay - A medical bay counts as a Skill Worshop for the Heal skill (see above). Additionally, the medical bay has automated medical systems. Twice per day these automated systems can either heal one member of the crew by 2d8+2 damage or grant the effects of *Lesser Restoration*.

Cloaking Device: A cloaking device is used to hide a ship from sensors and even the naked eye. Once activated, a cloaking device affects the ship as though it was under the effects of the *Invisibility* spell.

RIE Free Trader

Colossal space vehicle (Medium starship)
Cost 250,000 c

Squares 72
Free Squares 36

Defense

Base AC 10; **Hardness** 10

hp 1440 (719)

Base Save +3

Offense

FTL 7
Maximum Speed 4500 ft.; **Acceleration** 1500 ft.

CMB +0; **CMD** 10

Ramming Damage 12d8

Description

Roswell Interstellar Engineering, a company based out of Earth for tax purposes but which hasn't maintained offices there in centuries, has produced the Free Trader since the late imperial era. It has been one of the most widely manufactured starships ever since. A near perfect compromise of expense and quality the RIE Free Trader sets the standard for the privately owned starship.

Propulsion Fusion Drive (space; 18 squares of fusion engines, hp 360).

Driving Check Pilot (Starship)

Forward Facing the ship's forward

Driving Device console

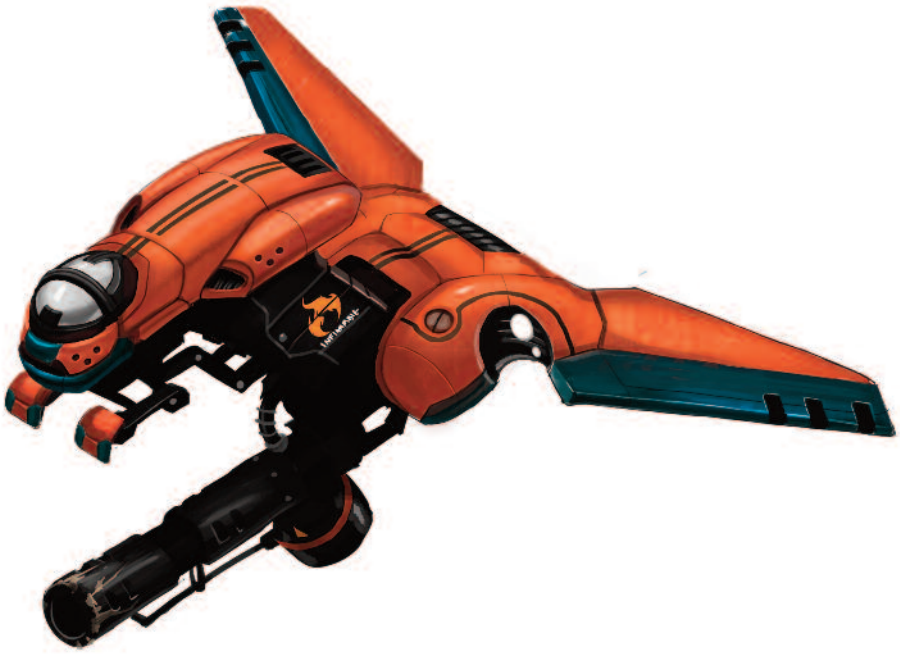
Driving Space the five squares around the pilot's console in the ship's cockpit.

Crew 0

Decks 2

Weapons Up to 2 Medium starship weapons, positioned on the port and starboard sides of the ship, or up to 4 Small starship weapons positioned 2 each on the port and starboard sides of the ship. The weapons only fire either out the sides of the ship they are positioned on, forward, or backwards. The weapons cannot fire towards the side from which they are mounted.

Obelisk Phoenix



Colossal space vehicle (Medium starship)
Cost 175,000 c

Squares 56
Free Squares 28

Defense

Base AC 10; **Hardness** 10

hp 1120 (559)

Base Save +2

Offense

FTL 5
Maximum Speed 4000 ft.; **Acceleration** 1000 ft.

CMB +0; **CMD** 10

Ramming Damage 12d8

Description

Obelisk Systems, the largest corporation on Marduk, switched from manufacturing warships to civilian vessels after New Babylon surrenderered near the end of the Reunification Wars. The Obelisk Phoenix is their cheaper alternative to the Free Trader. Smaller, slower, and less heavily armed the Phoenix offers only one thing: the means to move from Planet A to Planet B as cheaply as possible.

Propulsion Fusion Drive (space; 14 squares of fusion engines, hp 280).

Driving Check Pilot (Starship)

Forward Facing the ship's forward

Driving Device console

Driving Space the five squares around the pilot's console in the ship's cockpit.

Crew 0

Decks 2

Weapons Up to 1 Medium or Small starship weapon, positioned on the bow side, capable of firing forward and to the port and starboard sides of the ship. The weapon cannot fire backwards.

ES Magellan Explorer

Colossal space vehicle (Medium starship)
Cost 350,000 c

Squares 80
Free Squares 40

Defense

Base AC 10; **Hardness** 10

hp 1600 (799)

Base Save +3

Offense

FTL 9
Maximum Speed 4500 ft.; **Acceleration** 1500 ft.

CMB +0; **CMD** 10

Ramming Damage 12d8

Description

The Magellan Explorer is one of the oldest classes of starships manufactured by the Extropy Society, and they have continuously updated it with the latest technology. Never manufactured in large numbers, the Magellan Explorer is the most state-of-the-art exploration vessel known to man. The Magellan was designed for both performance and durability, and it's not uncommon to see ancient ones still in operation to this day.

Propulsion Fusion Drive (space; 20 squares of fusion engines, hp 400).

Driving Check Pilot (Starship)

Forward Facing the ship's forward

Driving Device console

Driving Space the five squares around the pilot's console in the ship's cockpit.

Crew 0

Decks 3

Weapons 1 Medium starship weapon, positioned on the port and starboard sides of the ship, or up to 2 Small starship weapons positioned 1 each on the port and starboard sides of the ship. The weapons only fire either out the sides of the ship they are positioned on, forward, or backwards. The weapons cannot fire towards the side from which they are mounted.

Imperial Sultan-class Cruiser

Colossal space vehicle (Large starship)
Cost 1,000,000 c

Squares 130
Free Squares 65

Defense

Base AC 9; **Hardness** 10

hp 2600 (1299)

Base Save +5

Offense

FTL 7
Maximum Speed 3000 ft.; **Acceleration** 1000 ft.

CMB +1; **CMD** 11

Ramming Damage 16d8

Description

With a design and construction that dates back to the Galactic Empire, the Sultan-class Cruiser is one of the oldest ship designs still in use. The sturdy, rugged ships were designed for many centuries of operation, and the bulk of the ancient starships that survived the Re-unification Wars of of this class. They can often be found defending uncontacted planets who haven't seen new starships since the decline of the empire, or for sale to private investors. Old as it is, the Sultan is far from obsolete. While it is no match for a modern capital starship it is still the most powerful ship any freelance exploration company is likely to be able to afford. The Sultan is still a force to be reckoned with, especially against enemies without the technological sophistication of the Extropy Society.

Propulsion Fusion Drive (space; 33 squares of fusion engines, hp 660).

Driving Check Pilot (Starship)

Forward Facing the ship's forward

Driving Device console

Driving Space the five squares around the pilot's console in the ship's cockpit.

Crew 4

Decks 4

Weapons Up to 2 Large starship weapons, positioned on the port and starboard sides of the ship, or up to 4 Medium starship weapons positioned 2 each on the port and starboard sides of the ship. The weapons only fire either out the sides of the ship they are positioned on, forward, or backwards. The weapons cannot fire towards the side from which they are mounted. Additionally, the ship can mount a single Large or Medium weapon on the front which can fire forward, port or starboard.

A Brief History of Galactic Civilization

The Golden Age of Mars

The era often referred to as the Martian Golden Age has no commonly agreed upon date, but is colloquially considered to be "the point at which Mars surpassed Earth in terms of power, prestige, and culture." During this golden age Mars colonized worlds beyond the Sol system and conducted primitive terraforming on what would now be considered the core worlds.

A military coup ended the Free Mars Republic, and with it the Martian Golden Age. The worlds of humanity would soon slip into what is known as "Martian style" galactic feudalism, with worlds granted as hereditary fiefs to nobles for martial service and their peoples reduced to serfdom.

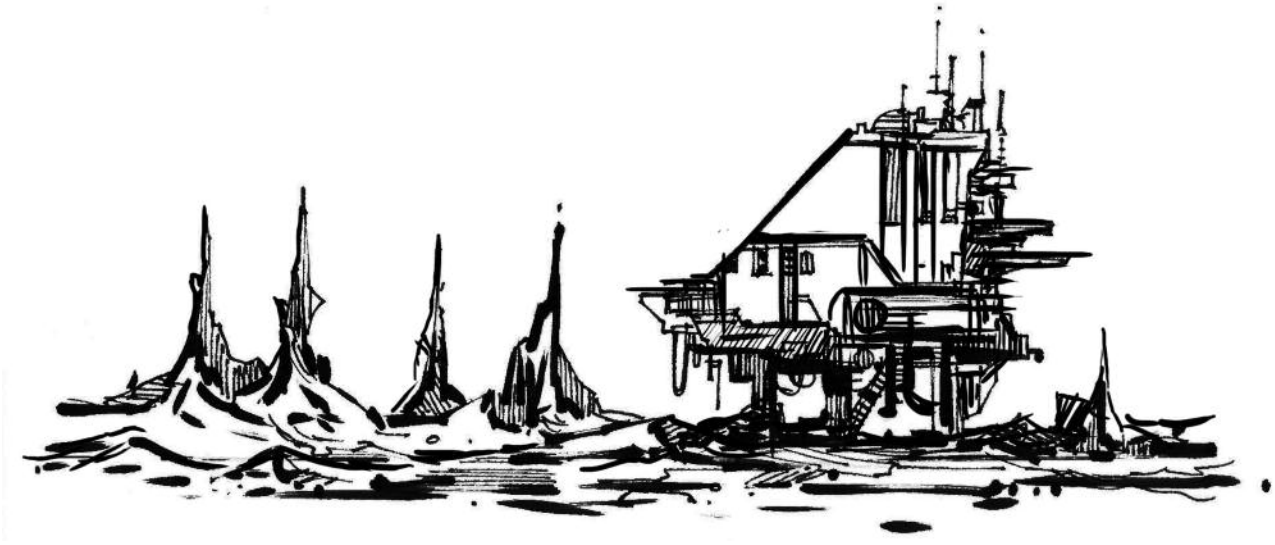
The military installed their admiral as the first Martian Emperor, who divvied up the planets of mankind to his favorites. The populations of the entire planets became serfs overnight and human civilization entered a general decline.

The Martian Dark Age

Human Space under the Martian Empire stagnated and the Empire bankrupted itself trying to maintain its holdings. The empire was never able to colonize new worlds or otherwise expand its borders, barely being able to maintain them. Eventually its feudal system fell apart and the various planets became ruled by local warlords.

A few outlying colonies beyond the reach of Mars were able to develop and thrive in this era, unmolested by Martian Imperial interests. The core worlds, however, suffered a terrible period of barbarity and lawlessness. Planetary governments balkanized into feuding nation states. Entire worlds starved as the interplanetary infrastructure that fed them broke down.

A few new colonies sprung up during this era, but nothing like the large-scale terraformation projects of the past. Instead, desperate refugees and political dissidents founded space stations and dome cities in remote regions of space.



The Rise of the Galactic Empire

In this climate of strife and anarchy a single woman united the fractured nations and tribes of Mars into a single planetary government, from which she spread out to conquer all the planets of Sol.

Few of the remaining core worlds were able to maintain starfleets in the dark age, and even those who did could not stand against the strength of united Mars. Once her territory comprised of all the former core worlds the woman had herself crowned Empress.

The new Galactic Empire would go on to conquer the outlying human colonies, and then press ever outward by establishing new colonies of its own. For the first time since the Martian Revolution all of the worlds of humanity are united under a single government.

The Pax Galactica

For a thousand years the Galactic Empire ruled over all of human space, while doubling it in size.

Although all of the planets of the empire might not have been culturally Martian, the ruling classes certainly were. Martian language, literature, philosophy and other cultural trappings spread to even those worlds who didn't welcome them.

The Galactic Dark Age

Eventually the Galactic Empire, like all things, succumbed to entropy and crumbled. Humanity entered a second interplanetary dark age.

The Galactic Dark Age was far more devastating than the Martian Dark Age, with no human world being unaffected. Warlords ground the remains of the imperial star fleet against one another until they were worn down to nubs. With no world possessing the infrastructure to independently construct new ships and the ability to maintain them becoming more difficult to preserve, space travel was reduced to a shadow of its former self.

At this low point in human galactic prestige and power several new regional powers emerged. The most significant of these was the Extropy Society. Effectively a conspiracy of transhumanist scientists dedicated to the next phase in human development, the Extropy Society had grown into an interplanetary organization during the late imperial period and maintained a fleet of science vessels, and laboratory facilities on dozens of worlds. Once the local warlords had worn through most of the pool of existing warships, the Society fleet was suddenly the most powerful coherent starfleet in the core in spite of only having defensive armaments.

In the absence of a more powerful government, the Extropy Society began to take a more active role in administering and defending some of the worlds where it maintained its key holdings, thus forming the nucleus of their eventual evolution into an interplanetary government.

The Reunification Wars

At the end of the Galactic Dark Age several of the core worlds began to grow in power and expand their influence to their neighbors. Thanks in part to trade with the Extropy Society most of the governments of the core worlds were able to reach a level of technological sophistication equivalent to a Type 2 civilization, even if their total power output did not qualify them for the designation. Indeed, it might be easier to conceptualize the Reunification Wars as the civil war of a single Type 2 civilization.

The expansionist policies of the newly empowered core worlds was seen, by the Society leadership, as a threat to its interests. The dark age had allowed the Society to grow considerably, and dedicate the entire output of worlds to their research. This was not something they would give up without a fight.

What would become the Reunification Wars began as a cold war, but quickly heated up. What began as border skirmishes quickly devolved into a war on many fronts (often as many as six) with constantly shifting alliances and betrayals.

Unimaginable weapons of mass destruction were unleashed on civilian populations. Entire worlds would become casualties. The Reunification Wars were the bloodiest conflict humankind had ever faced. When it was all over, the Extropy Society had won a Phyrric victory and was now the sole government of the core worlds.

The New Era

The people of the core worlds emerge from the unspeakable horrors of the Reunification Wars with a spirit of peace and optimism, for now. The Extropy Society embraces its accidental position as interplanetary authority, and actively strives to create a new Pax Galactica, one founded on democracy and freedom instead of imperialism and servitude.

A new galactic core has been forged from the strongest worlds left standing after the Reunification Wars,. Extropy Society struggles to keep the fledgling peace.

With all of its resources dedicated to rebuilding the core, the Extropy Society turns to freelance explorers by offering large bounties for making contact with lost worlds. The periphery worlds have just become the wild west of space exploration.

Setting

The Core Worlds

There are many small colonies and inhabited moons that would be considered part of the core by virtue of sheer proximity, but the true Core Worlds are the ones who are so powerful they bring the core with them. Most were the home of one faction or another in the Reunification Wars, and so tensions between them remain high. The core worlds are all within roughly 100 light years of Sol and they all speak Martian as their official language.

Mars

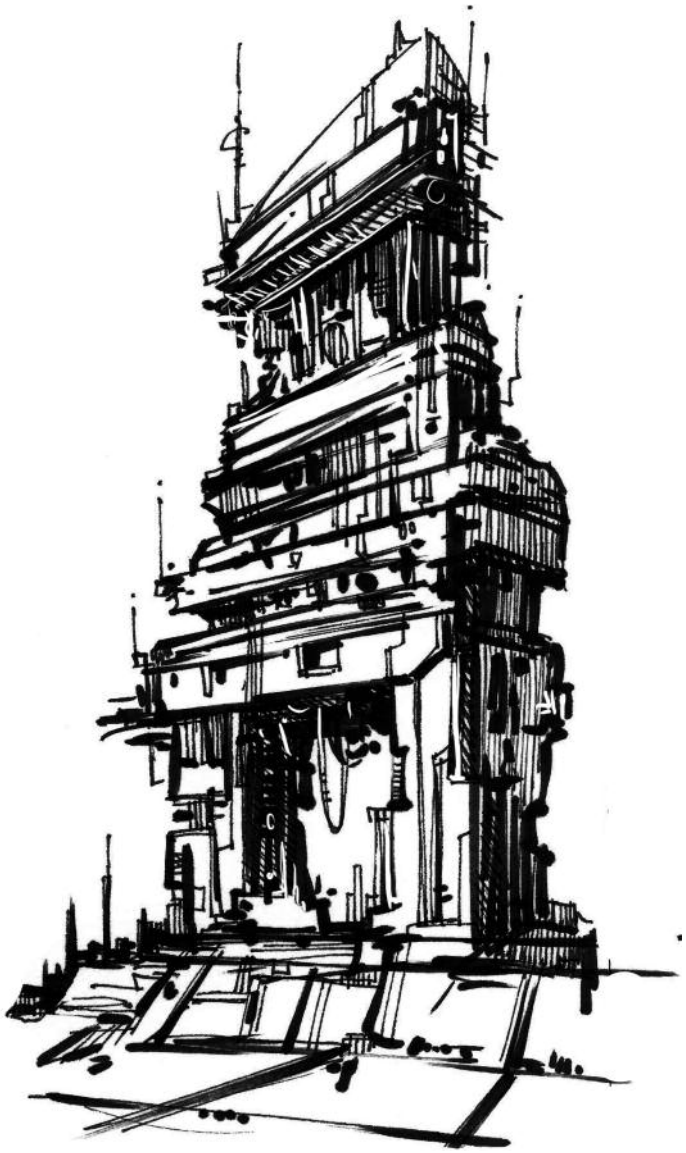
Mars considers itself to be the unbroken successor to Earth as the cultural homeworld of humanity. They have a point. Mars was the first independent colony, the capital of two galactic empires, and the namesake of the language spoken by almost all humans (Martian). Resplendent with the accumulated treasures of centuries of galactic empire, and attracting the best and brightest minds from across the core worlds, Mars is the richest, most prestigious, and most powerful of the human worlds.

Martians are in love with the distant past of Earth, which they see themselves as the heirs to. Most Martians have names that are mash-ups of names from old Earth cultures, like Omar McAfree, or Dakarai Huang. They also name buildings and starships after old Earth historical figures, and otherwise fetishize the planet's past (without wanting anything to do with the planet itself).

Mars has always been both a political capital and a center of learning, and both of these things still dominate the small world to this day.

Mt. Hellas Arcology: The Mt. Hellas Arcology became the home of the Extropy Society headquarters during the reunification wars, in an attempt to lessen the value of Mars University as a potential military target. The Extropy Society has based its political leadership out of Mt. Hellas ever since, and as the Society grew in power and importance so did Mt. Hellas.

Today Mt. Hellas is a densely populated and highly modernized arcology. While it lacks the university of Sagan or the cultural history of Burroughs it is the seat of power for a new "empire" with the energy of youth. It is the home of the new dream, a place where people can find a fresh start.



Sagan Arcology: The Sagan Arcology is a college town; it has been slowly taken over by Mars University to the point where the two are virtually interchangeable now. Almost everyone who lives in Sagan is either affiliated with the University, or makes a living providing goods and services to University people.

Mars University is so important and influential, being the birthplace and philosophical home of the Extropy Society, that Sagan almost functions as a second capital. Many important Martians are forced to split their time between the two arcologies, as many of the meetings that go on are too sensitive to trust to electronics.

As the home of Mars University, the Sagan Arcology is where the most cutting edge of cutting edge technology can be seen. It is also where that technology occasionally runs completely amok and then the event is quietly covered up.

Burroughs Arcology: The Burroughs Arcology is the oldest still-inhabited arcology on Mars. It was the seat of power for two galactic empires and the old Martian Republic. Burroughs has a history almost as long as that of human interstellar space exploration.

Today, Burroughs is more of a museum than a seat of power. All of the important decisions are made at Mt. Hellas, or else at Mars University in Sagan. For all of its impressive architecture and wealth of public art Burroughs is the forgotten capital. This neglect has allowed an unsavory element to move in and, while Burroughs is still a popular tourist destination, it's not the safest one on Mars.

Marduk

Marduk, under a government known as the Hegemony of Marduk, was the first belligerent in the Reunification Wars. Even with the war over Marduk has never stopped attempting to enrich herself as the expensive of her neighbors; only the methods have changed. In the few years since the Reunification Wars, Marduk has already established herself as a banking empire.

The Babylonian way of life is tied up very strongly with the idea of the free market. It is a philosophical value for them, and they are willing to give up obvious benefits in order to preserve it. This cultural sticking point, more than anything, is what separates the Babylonians from the Martians.

Babylonians also tend to be more conservative than Martians. While both cultures are somewhat obsessed with Earth's past, Martians like the mash it together to create new ideas, whereas Babylon is more concerned with preserving the old ways.

New Babylon Arcology: The New Babylon Arcology is a massive behemoth of an arcology that swallowed two of its smaller sisters without even taking on their names. New Babylon is almost as densely populated as it is large; more of the population of Marduk lives in this one arcology than on the rest of the planet put together. The arcology is so dominant that it gives its name to the inhabitants of Marduk, who are almost always called Babylonians instead of Mardukians. Indeed, the term "Mardukian" instantly identifies the user as a rube, who will likely be quickly preyed upon.

New Babylon is home to Garden Street, the Babylonian financial and banking district. Since New Babylon is the banking center for the entire Extropy Society, that makes it the financial district for all of known space. Electronic banking credits issued from Babylonian banks are now the standard currency throughout Society space. Credits are currently the only viable interplanetary currency.

Nippur City: Nippur City is the Babylonian city of sin, a deliberately cultivated den of gambling, prostitution and drugs. Even the lax Babylonian trade laws are rescinded in this "free city" and, as everyone predicted, it descended into a sort of barely controlled anarcho-capitalism with casinos as the ruling parties.

The main draw for Nippur City is the casinos, which are the only safe parts of the city for tourists. Upsetting a tourist at a casino is a good way to mysterious disappear forever. Savvy gamblers know that all the flashy holographic games are rigged, and insist on playing the physical card games.

Of course, organized crime wasn't going to let Nippur City sit there like a bright red apple and not pick it. Generations ago a series of bloody turf wars set very stable territories, and Nippur has seen an unpresented level of cooperation between the Babylonian crime families ever since. They may kill each other in New Babylon or Uruk, but when the crime families come to Nippur they put emotions aside and just talk business. Nippur was simply too big a pie to be killing each other over the crumbs. This makes Nippur a good place to, say, buy illegal weapons but a terrible place to disrespect the mob.

There are no police in Nippur City. If you need help your choices are the casinos or the gangsters. In most cases these are the same people.

Uruk Arcology: Uruk is overpopulated, under-maintained, and badly out of date. Anyone of means moved away decades ago, and so the rest of the world has simply left the place to rot.

Uruk is at least not too badly populated, as nobody wants to life there. There are large numbers of vacant dwellings and other half-ruined structures. It is all the over-worked public servants can do to keep the place habitable.

Other Babylonians don't much like to talk about Uruk. They'd prefer to pretend it didn't exist.

Asherah

Asherah is an extremely well developed world with a large population. It was once considered the rival of Mars, in a time so long ago that the idea seems almost absurd now. Asherah may have lost the prestige but they never lost the pride. There are few planets with a sense of homeworld pride as strong as Asherah.

Asherah was something of a fortress world under the Galactic Empire, and has always had a strong sense of martial pride. The defeat of the Asherah armies by the Extropy Society (who everyone sees as just the new face of Mars) was an insult they will not soon forget. Asherah has capitulated legally, but there is nothing the powers-that-be would love more than the break free of the Extropy Society and reassert Asherah as an independent world.

Asherah boasts a very advanced orbital shipyard that makes a center for starship construction. Even starship manufacturers "based" on other worlds often rent space in the Sur Orbital Starport. This is the ball Asherah is forever threatening to take home when her people don't get their way.

The Carthage/Sydon Super Arcology: Both the Carthage and Sydon Arcologies grew out of control until they sprawled into each other and became a single tumorous growth. It is the largest population center on Asherah and the second largest in the core, after New Babylon (but they're on track to overtake).

Carthage/Sydon is a major population center with a very high standard of living. Many of the other worlds in the core look to Carthage/Sydon as a model for how to run an arcology whose population has ballooned out of control. Only Mars, who solves every problem by throwing other planet's money at them, can boast arcologies as well run.

Carthage/Sydon is the site of the Museum Androkles, the most famous museum in known space. It is bursting with generations of art treasures and archaeological exhibits from both Asherah and across known space. The Museum is very interested in acquiring exotic new exhibits, and not particularly interested in the means people use to procure them.

Sur Orbital Starport: The Sur Orbital Starport is the most advanced starport to survive the Reunification Wars. Only Mars and Marduk are capable of constructing similarly advanced starships, and both planets working together could barely exceed half of the capacity of Sur.

Sur is a port city, a starport and a starship yard. Many independently owned starships of one kind or another stop at Sur when they come into the core; Sur has access to all the amenities of the core worlds without having to make planetfall.

Sur is too strategically important, and Asherah is too squirrelly, for complete control of the Sur Orbital Starport to be given over to the Asherah government. Instead it is co-run by a government appointed council and representatives from the Extropy Society. Removing the Extropy Society representatives and gaining control of the starport will be the first step in the glorious resurgence of Free Asherah.

Wodan

Wodan is the homeworld of the Ishtari, an honor-bound warrior culture who was the last to surrender at the end of the Reunification Wars. After the surrender of Wodan many of the Ishtari took their fleets and became star wandering nomads. These Ishtari see themselves as the true Ishtari, with those on Wodan having lost their honor when they surrendered to a dishonorable foe.

Those who stayed on Wodan, however, see the surrender as honorable. The people of Wodan bowed to a militarily superior foe, and are now enthusiastic supporters of the Extropy Society. The Wodan Ishtari look forward to the time when the Society will go to war, and they can prove their loyalty in battle.

Deathsports are not just legal on Wodan, they're mandatory. A teenager on Wodan does not legally come of age until they risk their life in combat at least once. With no war around in which to do so, that just leaves the gladiatorial games. The mortality rate for first-timers is high; this works as something of a form of population control. This is only just barely tolerated by the Extropy Society; they don't like it but they're too fatigued from the Reunification Wars to press the issue. Nippur City sets gambling odds for every fight and, while they're not legally televised, cameras are snuck in.

The Fountainhead Arcology: The Fountainhead Arcology is the capital of Wodan, and the cultural capital of the Ishtari. Once the hub from which the Ishtari launched piratical raids against their neighbors, Fountainhead still has something of a sinister reputation in the core.

Fountainhead is the home of the Cathedral of Honor. This is where the Ishtari Elders, supposedly the greatest of their warriors who have proven themselves by surviving many battles, adjudicate on matters of honor. The Ishtari code is strict and usually easy to interpret; only the strangest moral dilemmas make their way all the way to the Cathedral of Honor, making it something like a Supreme Court of the Ishtari warrior code.

Alheim/Asgard Sprawl: The two open cities of Alheim and Asgard sprawled together into a single unified mess many generations ago. Where Fountainhead is the major cultural center on Wodan, Alheim/Asgard is the major population center.

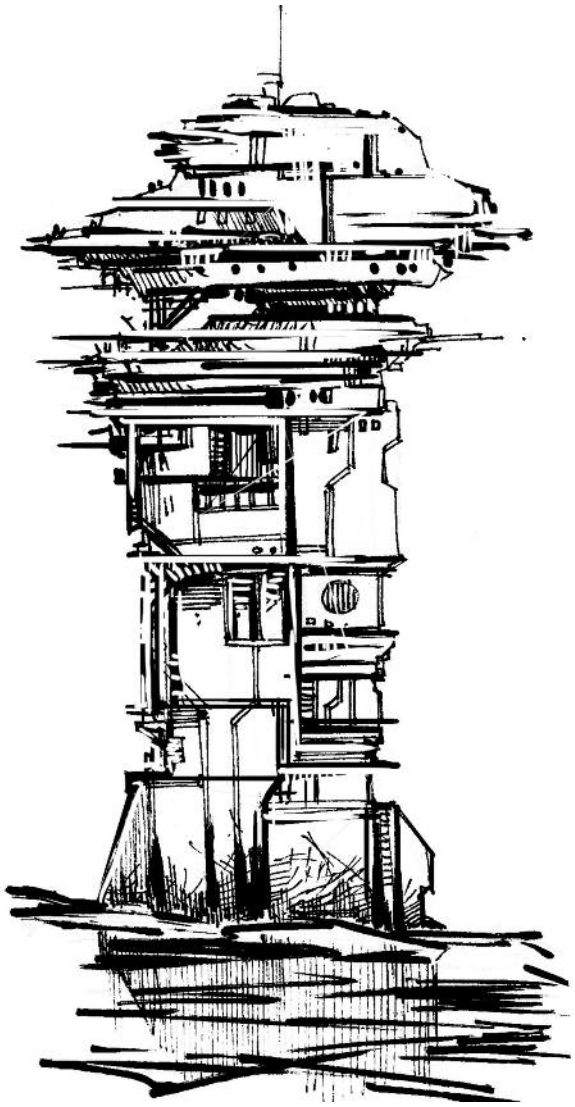
Shangdi

Shangdi is a peaceful but authoritarian planned society consisting of four virtually identical Arcologies. Shangdi was colonized late in the Imperial Era, when terraforming and arcology technology was at their height. As a result the Shangdi arcologies are very well running, almost ideal examples of a successful arcology.

The four arcologies of Shangdi are almost identical in form, being both constructed and expanded using the same plans, but they are all culturally quite distinct. There is a great deal of rivalry between the arcologies, which teeters back and forth between being friendly and serious (like a sports rivalry).

The Meng Zhang Arcology: The Meng Zhang Arcology is the political capital of Shangdi. It has the tightest population controls, so it us usually well under capacity. The symbol of the Meng Zhang Arcology is the Azure Dragon.

The Ling Guang Arcology: The Ling Guang Arcology prides itself on aesthetics. The rules on what constitutes defacement of public property are relaxed here, and there are many murals, statues and other decorations. The symbol of the Ling Guang Arcology is the Vermillion Bird.



The Jian Bing Arcology: The Jian Bing Arcology hosts a major starport, and the second most common point of entry for off worlders after Meng Zhang. Jian Bing Arcology is the home of the Xingji University, a major center for the study of astrogation. The symbol of the Jian Bing Arcology is the White Tiger.

The Zhi Ming Arcology: The Zhi Ming Arcology is the industrial center of Shangdi. It is less clean than the other arcologies but the wages are generally higher. Many young people come here to work and then leave to live elsewhere once they have earned some money. Consequently the immigration restrictions are much more lax than the other arcos. The symbol of the Zhi Ming Arcology is the Black Turtle.

Hubbard

Hubbard was the homeworld of the Dianetic Theocracy, one of the belligerents in the Reunification Wars. Once the only rivals of the Extropy Society in the realm of science, they are now one of the major contributors to Society science.

Hubbard scientists have a reputation for eccentricity bordering on madness. It is certainly true that the scientific community on Hubbard is willing to entertain fringe theories, but this has allowed them to make a number of unexpected breakthroughs. Some would call the mad, but they're show all those fools who doubted them!

New Clearwater Arcology: The New Clearwater Arcology is the capital of Hubbard and the only arcology on the planet to survive the war. It is an unusual place that is willing to experiment with the living space in ways most arcology residents would not consider safe. Still, it is a place of rare technological wonders where science is treated like magic.

New Clearwater is home to the Hubbard Technical Institute. The university was once the rival to Mars University; now it is more of a junior partner. H.I.T. is the place where even the strangest ideas are not just listened to, but given large research grants.

New Clearwater has a strictly controlled population, even for an arcology, and expulsion is not uncommon for even minor infractions.

Total Freedom City: Unlike what the name suggests, Total Freedom City is not a city with no laws. That's Nippur. Total Freedom City is a major industrial center with a weird name. They specialize in the manufacture of small electronics, like hailers and holo projectors.

There is a large population of people expelled from New Clearwater, or seeking entry in New Clearwater, living in the slums of Total Freedom City. They are generally looked down upon by the regular citizens.

Nibiru

Nibiru was one of the first planets colonized by Mars, and was the subject of some bizarre and primitive terraforming. There are three large "Green Zones" on Nibiru, that have an atmosphere and plant life identical to that on Earth. The rest of the planet is an alien jungle where everything is poison.

Each of the Green Zones is home to a powerful city-state. Although they call themselves "cities" rather than "arcologies" the city-states of Nibiru are domed, self-contained and self-sufficient. Basically, they're lying.

The alien jungle of Nibiru, full of plants and non-sapient alien life forms, is based on a completely different biochemistry to that of Earth. That means even though the blue and purple fruit may look delicious, it is poisonous to all Earth-type life.

Nibiru was never properly terraformed as it's value as an alien ecosystem was eventually realized. To this day the major industry of all three city-states might be most properly termed "scientific tourism".

Tyche: Tyche is the largest and oldest of the Green Zone city-states. Tyche has a long-standing relationship with the Extropy Society, who have always maintained labs in the city to study the nearby alien lifeforms. As a result Tyche is seen as something of an untrustworthy collaborator in light of the recent imposition of Extropy Society rule.

Eris: Eris was originally founded as an anarcho-capitalist compound. In the centuries since Eris has made many concessions to law and order, but culturally the city-state has a strong anarchist bent. If one plans to visit Eris, one should bring bodyguards or at the very least some powerful personal weapons.

Hercolubus: Hercolubus is the most remote of the city-states, lacking a starport and being quite far away from Tyche and Eris. The people who come to Nibiru for religious reasons relating to the alien life, or for even more unsavory reasons, tend to prefer Hercolubus for this reason.

Krishna

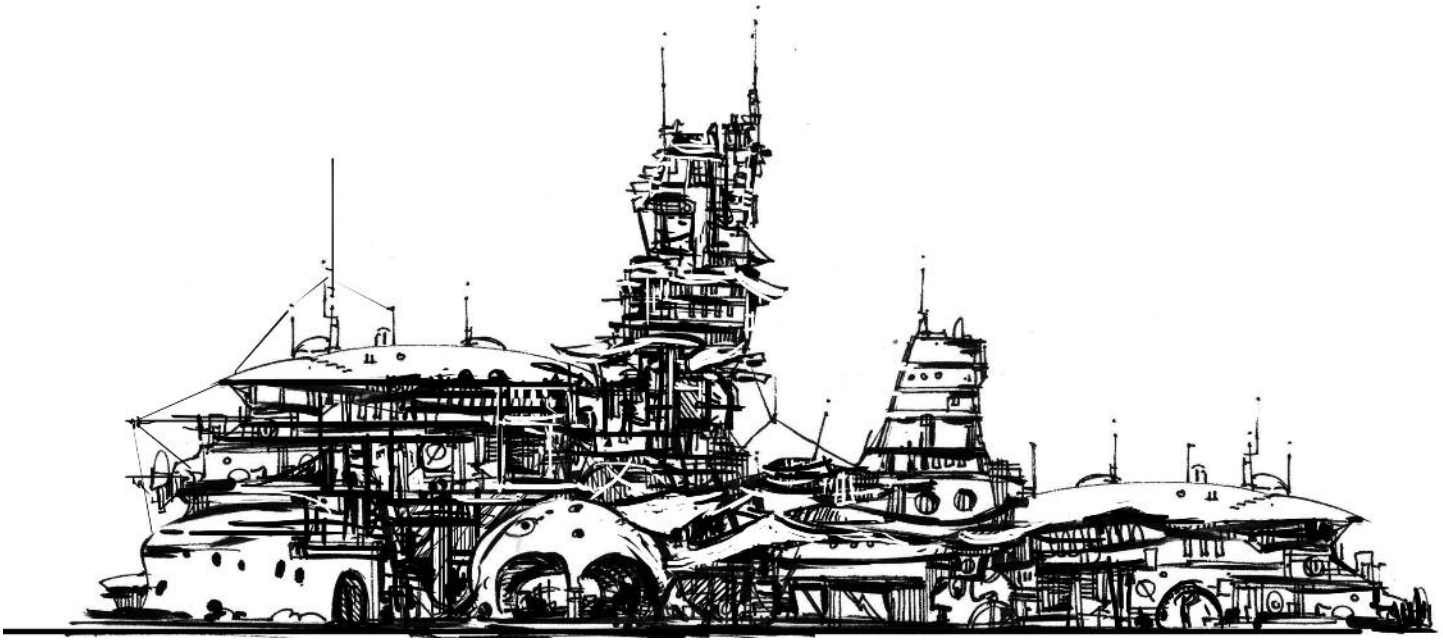
Krishna is an unspoiled marvel of modern terraforming, although sections of it were devastating in the Reunification Wars. The people of Krishna, or at least the government, is keen to keep it that way. Outside of the sustainable arcologies, no humans are allowed to live on Krishna. Instead, the exterior of the planet is given over to non-human animals, many of whom are now extinct on Earth.

Krishna is a tranquil place, but it has too many rules for the taste of most people.

The Mathura Arcology: The Mathura Arcology is the only arcology on Krishna large enough to be what the rest of the core considers a "proper" arcology. The power of Mathura is the reason Krishna is taken seriously. The arcology has been granted permission to expand several times to accommodate an ever expanding population. The standard of living, however, continues to drop.

The Gokul Arcology: The Gokul Arcology is entirely underwater, for no reason other than perhaps vanity. It takes three hours to get there from dry land. Gokul is a small Arcology with a matching population.

The Dakor Arcology: The Dakor Arcology is a small arcology on the opposite side of the planet from Mathura. It has remained at exactly it's intended maximum capacity for decades, with runoff people sent to Mathura (or Gokul, if they're unlucky).



What About Earth?

Earth still exists, and is still inhabited by humans. It was left behind by human culture long before the technology to fix it's broken ecology existed. Most people see Earth as a planet that's mostly important to religious fanatic and other people in thousand-year-long turf wars over particular patches of dirt.

The only part of Earth where people involved in the larger galactic community live is Antarctica, which was fully terraformed into an ideal habitat for humans. It is still considered an embarrassing backwoods.

The Periphery

The Periphery is the area around the core that represents the borders of the old Galactic Empire at its furthest reaches. This is a radius four times larger than that of the core. The Periphery contains hundreds, perhaps thousands of lost humans worlds waiting to be rediscovered.

In the core most people live in arcologies. Out in the periphery people have to make do with patchy cities or ancient, rickety colonies. People out here are suspicious of the core, not wanting to be drawn into its wars.

For ideas for undiscovered planets in the periphery see the Planet Generator in the next chapter.

The Furthest Fringes

Out beyond the periphery lie the furthest fringes, the unexplored edges of human space. These are the uncharted regions that could hold intelligent aliens, human splinter groups, and other even stranger things.

The furthest fringes are the places that were unexplored even in the time of the Galactic Empire. It represents the complete unknown.

The Extropy Society

"Sun Supra Hominem"

Extropy Society Organizational Structure

Member worlds in the Extropy Society have their own local government. This is usually a planetary democracy of some form or other. Some planets are broken into individual nation states, such as Earth, but this is considered somewhat uncivilized. Non-democratic forms of governments are allowed if they pass certain quality-of-life benchmarks and if the population votes in a referendum at the time of joining to maintain their existing system.

Interplanetary defense, policing, and relations are all handled by the Extropy Society, in exchange for a moderate tax. The Society sets it's own policy in this area without any input from the local governments. Although from a strict legal standpoint Society laws only apply in space, and on the grounds of official Extropy Society facilities, in the past the Society has taken a heavy hand in enforcing them elsewhere. Since the "New Era" there has been a deliberate move away from this and towards a more non-interference philosophy.

The Society draws membership from anywhere, not just member worlds necessarily, as long as applicants can pass their fairly difficult entry exams. The Extropy Society is largely a meritocracy that values results and has access to a vast talent pool, so Society members tend to be very good at what they do.

In addition to the Administrative Branch, which oversees the governing of worlds, the Extropy Society is broken up into the Research Branch, which is the heart of the Society and the purpose for which the other branches work, the Intelligence Branch, which gathers information and never performs acts of espionage that could possibly be traced back to the Society, the Military Fleet, which defends the member worlds, and the Exploration Branch, which oversees exploration and the reintegration of lost worlds.

Planetary Symbols

In place of flags, all planets in the Extropy Society (and most culturally martian worlds) have a circular symbol which serves as the planetary insignia. This symbol is always a stylized deception of that planet from space. Earth has a familiar blue and green insignia, although it's rarely used as the planet is not united. The insignia of Mars is red with blotches of black, the insignia of Nibiru is Purple with Green Dots, the insignia of Krishna is blue and green swirls, Etc.

Earth Time

Earth Time uses the standard second, minute, and hour based on the rotation of Earth. There are two different kinds of days in Earth Time, a standard day, which is 24 hours, and a local day, which is a number of standard hours based on the rotation of the planet in question. A local day that cannot be perfectly broken up into standard hours will have a special fractional hour at the end of the day. A local day on Earth is exactly the same as a standard day.

A Martian local day is 24 hours with a 39 minute fractional hour just after midnight. Thus in Martian the idiom "the 25th hour" refers to something irregular, lopsided or ugly but necessary. Saying someone "lives in the 25th hour" or "operates in the 25th hour" would be to imply that they're involved in some kind of necessary evil.

Planets like Mars with Earth-like local days typically use the local day. Planets with more extreme local days, where it would be exhausting to stay up that long or impractical for the day to be that short, typically use the standard day and ignore the local time.

Mars counts the years starting with the secession of Mars from Earth (M.E. or Martian Era), with the time period before that being denoted (B.M.E. or Before Martian Era). Interestingly enough, in spite of this grandiose Mars-centricism in the language, the Martian Era still counts standard years by the rotation of the Earth around the sun (to do otherwise would have thrown Martian law, counting years as it did by the Earth standard, into chaos).

Earth Time remains the most popular means of interstellar time keeping despite the waned influence of Earth itself, owing mostly to the Martian fetishization of Earth's distant past. Because of it's association with Martian culture (and humanity's past on Earth) Earth Time is occasionally abandoned by far flung colonies looking to demonstrate their independence. Any colony, however, that has interest in interstellar trade is much better off using the same method of time keeping that everyone else does.

The Extropy Society iteration of Earth Time is maintained on an interplanetary scale in the core by the T-Net, which allows all the clocks in Society Space to by synchronized perfectly, eliminating entirely the planetary drift that plagued time keeping in the previous eras.

Civilization Classifications

A type 1 civilization can harness energy equal to the total output of a planet. Anything below this is indistinguishable from plant life and can be safely ignored forever with no consequences. *No consequences.*

A type 2 civilization can harness energy equal to the total output of a sun. The Extropy Society and it's technological peers.

A type 3 civilization can harness energy equal to the total output of a galaxy, and are functionally gods.

As you can see it grows by orders of magnitude. Our civilization would be a type 0.7. Martian Empire was type 1. Galactic Empire was a 2 just as a matter of scale, but what people colloquially mean by a type 2 is civilizations possessing technology equivalent to what the Extropy Society had developed in the late Galactic Dark Age, which would allow a single planet to (hypothetically) reach type 2 status. Type 3 is purely hypothetical.

This is known as the Kardashev scale.

Planet Generator

The following tables can be used to generate random planetary systems in the periphery for players to explore on the fly, or as inspiration for GMs to create their own planets. It can also be taken as an example of what an average planet out in the periphery looks like.

To generate a planetary system first roll for the number of planets, then once on the Planet Type table for each planet to determine the type. From there follow the planet type instructions and roll on any other additional tables indicated.

Number of Planets (roll 1d8)

This does not include gas giants and other planets completely useless to humans. It does include significant moons.

Planet Type (roll 1d20)

1-14:	Barren
15-19:	Human
20:	Alien

Barren: A dead world, with no life forms of any kind. Roll 1d6. On a 1-4, the planet is a complete rock with nothing interesting on it. On a 5-6, there is an interesting feature on the planet. In that case roll once on the Barren Planet Features table.

Human: A world that is inhabited by humans. These are usually, but not always, former colonies of the Galactic Empire. Roll once on the Human Planet Features table, once on the Human Tech Level table, once on the Human Colony Size table once on the Human Government table, and once on the Human Society Quirk table.

Alien: A world that is inhabited by aliens. Roll 1d100. If the result is 100 there is intelligent alien life on this world (which is beyond the scope of these tables). Otherwise there are no life forms on the world smarter than a dog. Roll once on the Alien Planet Features table.

Barren Planet Features (Roll 1d12)

1-3	Water
4	Strange Rock Formations
5	Natural Beauty
6	Illegal Substance
7	Shipwreck
8	FTL Fuel
9	Fool's Gold
10	Unusual Emanations
11	Failed Colony
12:	Valuable Resources:

Water: The planet contains a large water source, perhaps an ocean or in the form of ice. While there is currently no life, the planet contains the potential to have it one day. This water will show up on a level 2 scan.

Strange Rock Formations: The planet contains strange rock formations that resemble buildings. On a level 1 scan they will appear to be signs of alien habitation, probably intelligent. On a level 2 or greater scan they are clearly just rock formations.

Natural Beauty: Although barren, the landscape of this world is extremely beautiful. The location of such a world might be worth money to the right rich idiot, but this would be highly situational. Natural Beauty will not show up on any scan; it must be observed by a landing party.

Illegal Substance: The planet contains a valuable but illegal substance. The PCs can sell the location to an organized crime outfit (worth a 3d10x1,000 credit finder's fee, subject to negotiation) or attempt to extract it themselves for an even greater profit (so great that it is beyond the scope of this table). Locating the substance requires a level 3 scan. If anyone is caught in Society space with the substance they will be subject to arrest and possible prison time.

Shipwreck: The planet is the site of one or more crashed starships. If the crashes are relatively recent, there could be survivors (5% chance). Otherwise the wreck(s) could be salvaged for potentially valuable cargo or ship components. A shipwreck will show up on a level 2 scan (but only on barren worlds where there is nothing else, otherwise they requires a level 3 scan). If there are survivors, they may have a distress signal that will show up on a level 1 scan.

FTL Fuel: The planet contains an unrefined version of the fuel used in FTL drives. The PCs can sell the location to a fuel refining company (worth a 2d6x1,000 credit finder's fee, subject to negotiation) or attempt to extract it themselves for an even greater profit (so great that it is beyond the scope of this table). Locating the fuel requires a level 2 scan, or a lot of dumb luck. The PCs could also use the unrefined fuel in an emergency. A full tank of the unrefined fuel is enough for a single jump.

Fool's Gold: The planet contains a large quantity of something that appears on a level 2 scan to be a valuable resources. It will even appear this way on a level 3 scan, although with such a scan it would be obvious something is amiss. In reality, the material is a worthless substance whose only useful quality is appearing to be a different, more valuable material on sensors. Duplicitous PCs might still find a use for such a substance.

Unusual Emanations: The planet is emanating some kind of strange signal through a rare natural phenomenon. Roll 1d6. On a 1-2 this signal jams all hailers and T-Net access for one light year around. On 3-4 it masks the signature of anything on the planet or in orbit from any sensors, making them immune to being scanned or even detected by Starships. On 5-6 the signal resembles intelligent communication until properly analyzed with a successful DC 20 Computers check. These emanations will not show up on scans, but can be detected by observing their effects.

Failed Colony: The planet is the site of a failed colony, an attempt at human colonization that has no survivors. On the one hand it is a chilling reminder of the fragility of life in space. On the other hand, it's a grave robber's paradise. This will show up on a level 2 scan.

Valuable Resources: The planet contains a decent amount of some rare mineral or other resource of great value. The PCs can sell the location to a mining company (worth a 1d10x1,000 credit finder's fee, subject to negotiation) or attempt to extract it themselves for an even greater profit (so great that it is beyond the scope of this table). Locating these resources requires a level 2 scan, or a lot of dumb luck.

Alien Planet Features (Roll 1d12)

1	Extremely Dangerous Wildlife
2	Plant World
3	Terraforming Failure
4	Desert World
5	Artificial Life
6	Edible Food
7	Water World
8	Ancient Ruins
9	Breathable Air
10	Ice World
11	Tool-Users
12	Jewel World

Extremely Dangerous Wildlife: The wildlife on this world are extremely dangerous. They could be giant dinosaur-like lizards or highly evolved near-invisible hunters. While there are dangerous lifeforms on almost every alien world, they're especially common and dangerous here.

Plant World: The only multicellular organisms that evolved on this planet are plants. While they may be wildly different from Earth plants, there are no non-plant-like life on the planet.

Terraforming Failure: Rather than a truly alien world, this world is the result of a terraforming attempt gone wrong. While it may look superficially similar to an Earth-type environment it is completely uninhabitable by humans. There is, however, life here suitably evolved to live in such an environment.

Desert World: There is an extremely small amount of water on this planet, and the life there has adapted accordingly. Most of the planet is desert.

Artificial Life: This life on this world was artificially created. It could be various species of robots, or some frankensteinian attempt to create "real" life. The source of this artifical life is long gone.

Edible Food: Due to a quirk of bio-chemistry a lot of the plants and animals on this world can be safely eaten by humans, as large a percentage as on Earth. The world is still entirely aliens, it's just also edible.

Water World: This planet is completely covered in oceans, and all of the life forms of oceanic life. All the usual land creature niches are filled by sea creatures.

Ancient Ruins: There are ancient ruins and other signs that there was once intelligent life on this world, although there are no signs of any members of this species surviving to the current day. These signs can be detected with a level 3 scan, or by personally observing them on the planet.

Breathable Air: The atmosphere on this planet is sufficiently oxygenated and otherwise benign to be breathable by humans. It still smells weird, but it is otherwise fine to breathe.

Ice World: This planet has a large amount of water, and most of it is the in the form of ice. All of the life forms on this planet are adapted to life in extreme cold.

Tool-Users: The smartest creatures on this world, while still presapient, are primitive tool users and about as smart and a chimpanzee. They could potentially become and intelligent species some day.

Jewel World: This world is the crown jewel of space exploration: a planet with conditions almost identical to those of Earth. The food on this planet can be eaten, the air can be breathed, and it could support human life with no more technology than a few hatchets. A world like this is priceless, but mercenary explorers would easily be able to get millions of credits from this discovery if they play their cards right.

Human Planet Features (Roll 1d12)

1-2	Small Habitable Zone
3	Primitive Terraforming
4	Alien Lifeforms
5	City States
6	Water World
7-8	Basic Terraforming
9	Underground Colony
10	Dangerous Weather
11	Twin Societies
12	Full Terraforming

Small Habitable Zone: This planet has only a small strip along the middle (or two blotches on the poles) that have conditions mild enough for human habitation, even self-enclosed. The rest of the planet is a wasteland of extreme temperatures and weather.

Primitive Terraforming: The planet has undergone some early sub-par terraforming, and has only small patches of terraformed land (like the planet Nibiru) or else a partially terraformed world that still requires special survival equipment (breathing masks, water farming, etc).

Alien Lifeforms: This planet was colonized by humans in spite of the fact there is alien life present, something the Extropy Society would never do today. Humans live alongside alien plants, wildlife, and strange things that fit neither category.

City States: There are 1d4+1 city states on the planet. Roll once on the Human Tech Level table to determine the general tech level, then separately on the Human Colony Size, Human Government Type and Human Society Quirk once for each city-state.

Water World: The world primarily consists of oceans, with almost no dry land. Colonies with the technology for it will have underwater arcologies. Those that don't will have something more interesting, perhaps a city-fleet of boats.

Basic Terraforming: The world was the subject of a very solid and mostly-successful terraforming project. The air is breathable (you get used to the smell), the soil can sustain human-edible crops, there's a functional water cycle, and there is some distinctly Earth-esque wildlife. Still, there's something off about the place. The food isn't as good, the air isn't as pure, the colors are wrong. It's not as nice as the core worlds or on a starship. The people here may have adapted to these conditions in weird ways.

Underground Colony: Conditions on the surface of the world are sub-optimal for human survival, and so human colonies were built just under the surface. Either there was once, or there still is, some kind of valuable resource here to justify the expense of building such a colony. All human settlement on this world is underground, with a few well-guarded entrances. A civilization like this will only show up on a level 3 scan.

Dangerous Weather: There is some kind of exotic and highly dangerous weather on this planet. Liquid metal storms, radioactive dust clouds, or something even stranger. The locals will have means of surviving such weather, but those caught off-guard could be in trouble.

Twin Societies: There are two radically different societies sharing this world. Roll separately for each society on the Human Tech Level, Human Colony Size, Human Government Type and Human Society Quirk tables.

Full Terraforming: The world was fully terraformed using advanced terraforming technology late in the Imperial era. The world has conditions identical to those found on Earth at the dawn of humanity.

Human Tech Level (Roll 1d8)

1:	Primitive
2:	Low
3:	Developing
4-7:	Imperial
8:	Society

Primitive: This society has regressed to something akin to the Bronze Age. Arches, bronze armor and weapons, and domestic animals are examples of high technology. Apply a -4 penalty to the roll on the Human Government Type table.

Low: This society has regressed to something akin to the Age of Steam. Steam engines and gas lights are examples of high technology. Apply a -2 penalty to the roll on the Human Government Type table.

Developing: This society has been able to hold on to only the barest trappings of advanced civilization. Electricity, and radio are examples of high technology.

Imperial: This society has been able to maintain a standard of technology equivalent to that of the Galactic Empire. Examples of high technology include FTL 7 Starships, Particle Weapons, Hardsuits and Arcologies. Apply a +2 bonus to the roll on the Human Government Type table.

Society: This society has been able to continue to develop, and has reached a level of technology equivalent to the most advanced technology possessed by the Extropy Society. Examples of high technology include FTL 9 Starships, Ion and Plasma Weapons.

Human Colony Size (Roll 1d8)

1:	Tiny
2:	Small
3- 5:	Medium
6- 7:	Large
8:	Huge

Tiny: There is a single, small, barely self-sustaining colony. It may be in danger of dying out soon if the population doesn't increase.

Small: There is a single decent colony, equivalent to a large city, or a number of smaller interdependent colonies.

Medium: There are several large cities or even arcologies if the local tech level is high enough. While there is still more untouched wilderness than built up areas humanity has a strong and permanent presence on this world.

Large: There are many large cities or arcologies all over the planet. There is a human presence almost everywhere, although there are still remaining areas of truly untamed wilderness.

Huge: Human settlement has completely taken over this world, with the only areas of remaining wilderness being places specifically set aside by the locals for this purpose.

Human Government Type (Roll 1d20)

1 or less	Anarchy
2	Isocracy
3-5	Direct Democracy
6-9	Republic
10-13	Oligarchy
14	Gerontocracy
15-17	Monarchy
18	Stratocracy
19	Theocracy
20+	Autocracy

Anarchy: There are now laws. Dog eat dog, every man for himself, funny third cliche. There will probably be social conventions ("don't kill my family or I'll kill yours") that keep the society only just barely together in the absence of any government. The planet is rife for conquest by an outside force with a decent organizational structure.

Isocracy: All citizens have equal power. Each iteration of this strange political premise is different, but it will almost certainly require rotating responsibilities and a computer controlled bureaucracy. Low-tech versions might resemble loose hunter-gatherer tribes, where people might have powerful reputations and great influence but no codified political power.

Direct Democracy: All citizens vote on all matters. This can get unwieldy in large societies that lack sufficient computer technology for people to do this quickly from home. A very large, very primitive society might have to dedicate the majority of their surplus to the logistics of such a scheme.

Republic: All citizens vote for representatives. The younger the system is the more likely the representatives are to genuinely attempt to represent their constituents. The older it is the more likely the system is to have been corrupted to the purposes of a group of Oligarchs.

Oligarchy: A small cabal of powerful interests rule. These could be business interests, artificial intelligences, or even just a shadowy conspiracy. They may rule openly, or control things secretly from behind the throne.

Gerontocracy: A small cabal of powerful and supposedly wise elders rule. This usually leads to a conservative society that is slow to change and tradition bound.

Monarchy: A hereditary noble rules. Some monarchs are virtual autocrats, while others are just puppets of other powers. How powerful any given monarch is will depends on their situation and the strength of their personality.

Stratocracy: A council of military chiefs rule. This is often the end result of a military coup of some kind. Rule will usually be authoritarian and uncompromising, although occasionally the military will step in to end a horrible regime and then do their best to fill the power vacuum left.

Theocracy: The leaders of the official church rule. Many laws will be religious in nature, with no obvious secular purpose. The clergy is especially powerful here, having both their traditional authority in addition to political authority. The religion in question could be an old Earth religion, a strange offshoot, or even something entirely unique to this new world.

Autocracy: A single individual wields absolute authority. The kind of paranoid, sociopathic people who are able to put themselves in such positions of power are usually not very fun to have in power once they get there.

Human Society Quirks (Roll 1d10)

1	Human Offshoot
2	Pacifists
3	Hatred of the Society
4	Crippling Social Problem
5	Highly Aggressive
6	Technology Superstitions
7	In Harmony With Nature
8	Crazy Isolationists
9	Up To Something Creepy
10	Secret Ruler

Human Offshoot: The humans on this planet have adapted to the new environment to the point where it could be argued that they are no longer truly human. Anything is possible: gills, photosynthesis, opposable toes. How weird you get with it will depend on how scientifically accurate you want your game.

Pacifists: The society on this world is a pacifist one; they have completely eliminated violence and have no weapons of their own. Of course this is a fragile state of affairs that the PCs will probably horribly shatter within about 5 seconds of contact with them. Roll 1d6. On a 1-4 the Pacifists are genuine. On a 5-6 it's a front to lure their victims into a false sense of security.

Hatred of the Society: The people of this world have had dealings with the Extropy Society prior to the Reunification Wars. They didn't go well, and now the Society's name is mud here.

Crippling Social Problem: This society is so plagued by a social problem that it can barely function. Roll 1d6. On a 1-3 the problem is a high crime rate. On a 4-5 the problem is poverty. On a 6 the problem is tensions between two or more tribal/racial/other social groups.

Highly Aggressive: This society is extremely aggressive and warlike. While they will likely not attack the PCs on sight, they will be chomping at the bit to come up with an adequate justification to do so. Individuals will likely come off as almost angry.

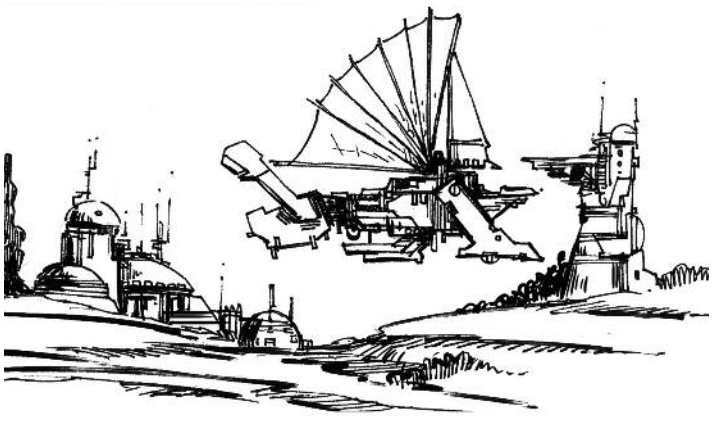
Technology Superstitions: This society has a number of superstitions related to their most advanced technology. They may believe it is operated by animistic spirits, or that technological devices are magic gifts from their ancestors in the sky, or even that they are religious artifacts. PCs attempting to explain the science behind such wonders might not get the warm reception they might expect.

In Harmony With Nature: This society lives in harmony with nature, disturbing as little of the natural environment around them as possible. This makes them very hard to see from space. Such a civilization will only show up on a level 3 scan.

Crazy Isolationists: This society is highly isolationist, to the point of obsession. They will not be happy with the arrival of explorers, and may appoint a single representative to interact with the PCs (whose job will be to get them to leave peacefully and quickly).

Up To Something Creepy: This society is up to something creepy, although they won't admit it at first. Maybe they eat people or worship an evil computer as a god, or keep secret slaves in a factory. The options are endless and disturbing.

Secret Ruler: This society is not actually run by the government rolled on the Human Government Type table, that is merely a front. There is a secret, true power behind the throne. Roll 1d6. On a 1 this power is a single human. On a 2-5 it is a group of humans. On a 6 it is a computer. Combining this with an Oligarchy or Autocracy can lead to plots within plots.



Space Exploration

The following are new rules relevant to space exploration.

FTL Jumps

An FTL "jump" refers to a single jaunt at faster-than-light speeds undertaken by a starship. In order for a ship to move at FTL speeds it will actually bend space/time and tunnel through it. A popular metaphor is that of a burrowing animal moving through the 5th dimension, although it's explanatory power is limited. When a starship makes one complete trip through such a tunnel, it is considered to have made a single FTL jump. Once a jump has begun it cannot be ended until the intended destination is reached without damage to the ship (5d6, no hardness).

Starships have an FTL rating, which is in trillions of kilometers per hour. This is relative; it speaks to the effective speed of the ship when bending space/time.

Because of the speeds and warping of space involved a lot of precise calculations need to be made to plot an FTL course. While most of this can be done by computers, a human mind is still needed to make some of the decisions that demand creativity. Failure to plot a proper FTL course can lead to all kinds of disasterous mishaps, helpfully outlined below:

FTL Mishaps

On any failed Astrogation check to plot an FTL course, roll 1d20 and consult the table below. If the check failed by less than 5, add +2 to the d20 roll. If the check failed by 10 or more, subtract -2 from the d20 roll.

1 or less: You have been sent wildly off course, and are lost in space. Roll 1d100; the starship exits FTL that many lightyears away from it's intended destination in a random direction.

2: You have been sent significantly off course. Roll 1d20; the starship exits FTL that many lightyears away from it's intended destination in a random direction.

3 - 7: You have been sent slightly off course. Roll 1d6; the starship exits FTL that many lightyears away from it's intended destination in a random direction.

8 - 11: Your ship comes too close to the gravity well of a stellar object, forcing it to violently end its FTL trip early. The ship suffers 5d6 damage (no hardness) and must make a new Astrogation check to plot a trip of half the distance of the original to continue the journey.

12 - 14: The plotted route is incredibly inefficient. The FTL jump takes 50% longer than it normally would have. This will not be discovered until the jump is already underway (I hope you brought enough food).

15 - 17: The plotted route isn't particularly efficient. The FTL jump takes 10% longer than it normally would have. This will not be discovered until the jump is already underway.

18 - 19: The journey is very turbulent. Nothing that requires fine motor skills, such as surgery or crafting, can be undertaken for the duration of the trip.

20: Your ship exits the FTL tunnel in a less-than-elegant manner, which may cause the navigator to be made the subject of fun, but the trip is otherwise uneventful.

21+: You arrive at the correct destination approximately 5 minute befores you left. The trip takes functionally no time at all, or more specifically negative time. You are officially time travellers. Treat any future results of 21+ as 20.

Jumping Blind

A group lacking anyone who can make an Astrogation check can attempt to make a few guesses, hope the computer can do it's job, and make a blind jump. When making a blind jump roll twice on the FTL Mishap table with a -4 penalty to each roll. Add duplicate results together.

Scanning

Mechanically, scanning is a Computers check made to use the sensors of a starship to acquire data about a target. Scanning takes one hour. All starships have the necessary sensors to do this. By default this is a regular Computers check, but starships with especially advanced sensors or probes may gain a bonus on this check.

The result of any scanning check will be a first, second, or third level scan. The Computers check result necessary to achieve each level of scanning is as follows:

Scan Level	DC
Level 1	12
Level 2	18
Level 3	30

A level one scan reveals the most basic information about the target. A level one scan on a planet reveals whether it is habitable by humans, and a level one scan on a starship reveals the type of ship and little else.

A level two scan is a decent, mid-level scan that reveals most of the information that the sensors can reliably pick up. A level two scan of a planet reveals the climate, geography, and all the general data relevant to the current state of affairs on the world. A level two scan will detect the energy signatures that indicate advanced life (capable of producing electricity and radio signals), and will be able to determine whether those energy signals indicate that the life forms are FTL capable. A level two scan of a starship reveals all the ship's mounted weaponry and if it has sustained damage (but not how much).

A level three scan reveals everything the sensors are capable of picking up, especially information that requires lots of interpretation on the part of the operator. A level three scan of a planet allows the operator to extrapolate historical data and make predictions. With a level three scan weather forecasts can be made, large historical events can be inferred, and all kinds of specific and obscure information about the state of the world can be gleaned. A level three scan of a starship reveals all components, the current hit point total of the ship, and what the current targets are, if any, of the ship's weapons.

Scan data from planets can be valuable, see Exploration Bounties.

Scanning For Individuals: While it would be impractically time consuming to scan an entire world for a specific individual, small areas (such as a few city blocks or the bridge of a starship) can be reasonably searched for one or more individuals.

When focusing on an area this small the average ship's sensors can determine the number of life forms present, their species and sex (assuming a level of sexual dimorphism comperable to humans).

In order to determine whether a specific individual is present, the operator must have access to a detailed medical-grade scan of the target (most crew members aboard starships will have such a scan on file) or some other obvious identifying marker (such as looking for a specific hailer signature).

When scanning for individuals, a result of 12 or more will reveal the presence (or lack thereof) of life signs but nothing else. A result of 18 will reveal the number of life forms, their species and sex. A scan result of 20 is required to identify a specific individual.

Exploration Bounties

The Extropy Society Exploration Branch makes available "exploration bounties" to freelance explorers to encourage them to search the periphery for lost worlds and re-establish contact. While the bounties are a nice incentive, and they keep some of the freelancers in the sky during lean times, the real money is in finding creative ways to exploit the unique circumstances of each new world as you come across it.

Discovery	Bounty
Uncontacted World - Barren	500 c
Uncontacted World - Pre-Type-2 Human	2,500 c
Uncontacted World - Alien Life	10,000 c
Uncontacted World - Type 2 Human	25,000 c
Uncontacted World - Intelligent Alien	100,000 c

A level 1 scan of the world is required to claim the bounty. A level 2 scan grants a 10% bonus to the bounty, and a level 3 scan grants double the bounty.

Scanning Explored Worlds: The Extropy Society will still buy fresh scan data of any world in the periphery, they just don't pay nearly as much. The Society pays 50 c for a level 1 scan, 100 c for a level 2, and 200 c for a level 3. They're willing to buy fresh data on a world once per month.

All Extropy Society bounties are paid in bank credit transfers, and the entire exchange of scan data and money can be done over the Tachyon Net. These credits are often not accepted as currency on worlds outside the core, so it's always good to carry some goods to use in trade.

Obviously inhabited worlds have their own names, and there are many worlds that already have names on official star charts, but anything a group of freelance explorers genuinely discovers (rather than rediscovering) they can give a name to.

Fueling Starships

A starship can make up to five FTL jumps between refuelings (extremely long jumps count as one extra "jump" per 1,000 light years). The cost to refuel a starship is based on the size:

Size	Fuel Cost (5 jumps)
Small	100 c
Medium	300 c
Large	1,000 c
Huge	3,000 c
Gargantuan	9,000 c
Colossal	30,000 c

These costs are doubled on planet with Imperial-level technology.

Storing extra jumps worth of fuel requires one square of cargo space per 1,000 c in the fuel cost.

Guns On A Spaceship

It's usually inadvisable to use energy weapons too close to the outer hull of a spaceship, and here's why.

If an energy weapon is fired in a room next to the outer hull of a spaceship (i.e. there is empty space on the other side of one of the walls), there is a 50% chance that any missed shot will puncture the hull and cause a leak. Characters with the Precise Shot feat have only a 10% chance to cause a leak on a miss. Shots that hit their intended target will not cause a leak, unless the intended target was the wall itself.

A ship with functioning shields can withstand a few small holes. A ship can ignore one missed shot per point of deflection bonus it possesses.

If a ship suffers a leak that cannot be shrugged off with shields, the ship suffers a single point of damage and the room in question (but not necessarily the entire ship if the doors are shut) begins to Depressurize (see the Starships chapter). This can be patched up by any character taking 1d4 rounds to do so, or fixed by healing a single point of damage to the ship's hull.

Vacuum Without A Spacesuit

A character caught in open space without a spacesuit is probably going to die horribly and messily. This is the rules working as intended. In the absence of the pressure of an atmosphere the liquid parts of tongue and eyes begin to bubble, along with saliva and blood. As the blood turns to gas oxygen can no longer reach the brain. The brain shuts down after 15 seconds. That's when the rest of the cells of the body begin to die.

There is, however, a slim chance to survive.

If the character breathes out before entering the vacuum it is possible to survive for up to one round plus one round per point of Constitution bonus. The character will have to somehow get back inside an atmosphere in that time.

If the character takes a deep breath instead of breathing out their lungs explode. With most anatomies this results in death.

Allies And Enemies

The following are stats for characters and starships that explorers might commonly encounter during their journeys. These could serve as antagonists or potential allies for the PCs.

Starships have their combat stats calculated assuming an "average" crew for that ship type.

Bounty Hunter/Repo Man (CR 3)

XP 800

Babylonian Slayer (Bounty Hunter) 3
CN Medium humanoid

Init +2; **Senses** Perception +11

Defense

AC 22, touch 14, vs. ion 20, flat-footed 20 (+8 armor, +2 Dex, +2 deflection)

hp 23 (3d10+6)

Fort +4, **Ref** +6, **Will** +2; +2 vs intoxicants

Defensive Abilities none

Offense

Speed 30 ft.

Melee Vibrosword +2 (2d6+0/19-20)

Ranged Ion Rifle +4 (2d8/19–20)

Statistics

Str 10, **Dex** 15, **Con** 12, **Int** 14, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 14

Feats Track, Skill Focus (Stealth), Heavy Armor Proficiency

Skills Bluff +8, Computers +8, Perception +11, Pilot (Starship) +8, Pilot (Ground Vehicle) +5, Sense Motive +9, Stealth +7, Survival +7

Languages Martian

Gear standard hardsuit, personal shield +2, ion rifle, 2 spare ion clips, vibrosword (for fighting inside starships), hailer, 2 manacles.

These are the impolite fellows who show up to have terse conversations with you when you miss too many payments on your starship, or otherwise antagonize powerful individuals with lots of money.

Bounty hunters are the men and women who make a living by hunting humans and bringing them back for a fee. This style of law enforcement is especially common out in the periphery, where they are often the closest thing to interplanetary law available.

Bounty hunters range widely in skill level and equipment. The example above is unusually well-equipped for a typical hunter operating in the periphery, but is the type that the banks send after deadbeat starship captains (although usually in teams). Replace the hardsuit with an Armored Coat or perhaps Infiltrator Body Armor for a more typical "struggling" bounty hunter. If you do so, pay attention to the different armor check penalty and adjust the skills accordingly.

Space Marine (CR 5)

XP 1,600

Martian Fighter 5
LN Medium humanoid

Init +6; **Senses** Perception +11

Defense

AC 25, touch 16, vs. ion 22, flat-footed 22 (+9 armor, +3 Dex, +3 deflection)

hp 47 (5d10+20)

Fort +8, **Ref** +6, **Will** +4; +1 vs fear effects.

Defensive Abilities none

Offense

Speed 30 ft.

Melee none

Ranged plasma caster +10 (2d8+1/x3)

Statistics

Str 15, **Dex** 17, **Con** 14, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 20

Feats Weapon Focus (Plasma Rifle), Point Blank Shot, Improved Initiative, Rapid Reload, Far Shot, Deadly Aim, Toughness

Skills Intimidate +8, Perception +11

Languages Martian

Gear heavy hardsuit, personal shield +3, plasma caster, 2 extra plasma clips, hailer, clean canteen, 3 days worth of food capsules, dog tags.

Space Marines make up the most elite of the elite warriors, highly skilled and armed with the latest weapons and armor. Space Marines can only be fielded by civilizations with access to the most cutting edge technology.

Space Marines are rarely encountered in the periphery, but they were quite common in the late Imperial era. Planets still clinging to that dead civilization may have many dozens or even hundreds of space marines just waiting to shoot any PCs that happen their way.

Space Marines in the old imperial mold would lack personal shields and be armed with particle rifles instead of plasma casters.

Fringer Militia (CR 1)

XP 400

Fringer Ranger (Skirmisher) 1
N Medium humanoid

Init +7; **Senses** Perception +7

Defense

AC 19, touch 14, vs. ion 18, flat-footed 16 (+5 armor, +3 Dex, +1 deflection)

hp 7 (1d10+2)

Fort +3, **Ref** +5, **Will** +2

Defensive Abilities none

Offense

Speed 30 ft.

Melee none

Ranged particle rifle +4 (2d8/19–20)

Special Attacks Favored Enemy (Humans)
Statistics

Str 8, **Dex** 16, **Con** 13, **Int** 12, **Wis** 17, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative

Skills Heal +7, Intimidate +3, Knowledge (Nature) +5, Knowledge (Geography) +5, Perception +7, Stealth +7, Survival +7

Languages Martian

SQ track +1

Gear infiltrator body armor, personal shield +1, particle rifle, spare particle clip, hailer.

These are the kinds of citizen-soldiers that one often finds out in the periphery, where the best weapons technology available is often salvaged Imperial-era particle rifles.

While not particularly well outfitted, the militias on fringe worlds have the home field advantage. They know the territory, and can use guerilla warfare to even the odds somewhat.

Smuggler (CR 2)

XP 600

Martian Rogue (Smuggler) 2
CN Medium humanoid

Init +3; **Senses** Perception +6

Defense

AC 18, touch 14, vs. ion 17, flat-footed 14 (+4 armor, +3 Dex, +1 deflection)

hp 9 (2d6+2)

Fort +0, **Ref** +6, **Will** +1

Defensive Abilities none

Offense

Speed 30 ft.

Melee vibroknife +0 (1d10-1/19-20)

Ranged ion pistol +3 (2d6/19-20)

Special Attacks Sneak Attack +1d6

Statistics

Str 8, **Dex** 16, **Con** 10, **Int** 13, **Wis** 12, **Cha** 15

Base Atk +1; **CMB** +0; **CMD** 12

Feats Skill Focus (Pilot (Starship)), Skill Focus (Sleight of Hand)

Skills Bluff +7, Diplomacy +7, Disguise +7, Escape Artist +8, Perception +6, Pilot (Starship) +11, Sense Motive +6, Sleight of Hand +12, Stealth +8

Languages Martian

SQ Distraction

Gear armored coat, personal shield +1, ion pistol, vibroknife, hailer, contraband.

Smuggler can be found anywhere where there are laws against the importation of something. They are experts at getting things into and out of places where they're not supposed to.

Smugglers usually pose as either merchants or freelance adventurers. Indeed a number of began life in such vocations until they saw how lucrative the smuggling game can be.

Extropy Society Agent (CR 1)

XP 400

Martian Expert 2

LN Medium humanoid

Init +1; **Senses** Perception +7

Defense

AC 13, touch 13, vs. ion 11, flat-footed 12 (+1 Dex, +2 deflection)

hp 9 (2d8)

Fort -1, **Ref** +1, **Will** +3
Defensive Abilities none

Offense

Speed 30 ft.

Melee none

Ranged ion pistol +2 (1d10/19–20)

Statistics

Str 8, **Dex** 12, **Con** 9, **Int** 15, **Wis** 10, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 10

Feats Alertness, Skill Focus (Profession)

Skills Appraise +7, Diplomacy +5, Knowledge (Engineering) +7, Perception +7, Pilot (Starship) +6, Pilot (Ground Vehicle) +6, Profession (choose one) +8, Sense Motive +7

Languages Martian

Gear personal shield +2, ion pistol, hailer.

Agents of the Extropy Society are always experts of some kind or the other, because the Society only takes the highly competent.

These stats can be used for both successful private citizens in the core, or the kinds of agents the Society sends to perform tasks out in the periphery. These are the highly motivated but largely mundane go-getters of the Extropy Society; the leaders of tomorrow and the middle management of today.

ES Xuanzang Traveller

Colossal space vehicle (Small starship)

Squares 40
Free Squares 20

Defense

AC 16; **Hardness** 10

hp 800 (399)

Save +4

Offense

FTL 7
Maximum Speed 3000 ft.; **Acceleration** 1000 ft.

CMB -1; **CMD** 9

Ramming Damage 8d8

Description

The Xuanzang Traveller is a small, mass-produced starship intended for both civilian and government use. It is the standard starship used in cases where the only purpose of the starship is basic star travel. The Xuanzang is incredibly common in the core worlds, and not entirely unheard of in the periphery either.

Weapons Although not typically armed, the ship can potentially mount a single Small starship weapon, positioned on the bow side, capable of firing forward and to the port and starboard sides of the ship.

Relevant Components: None

Propulsion Fusion Drive (space; 10 squares of fusion engines, hp 200).

Forward Facing the ship's forward

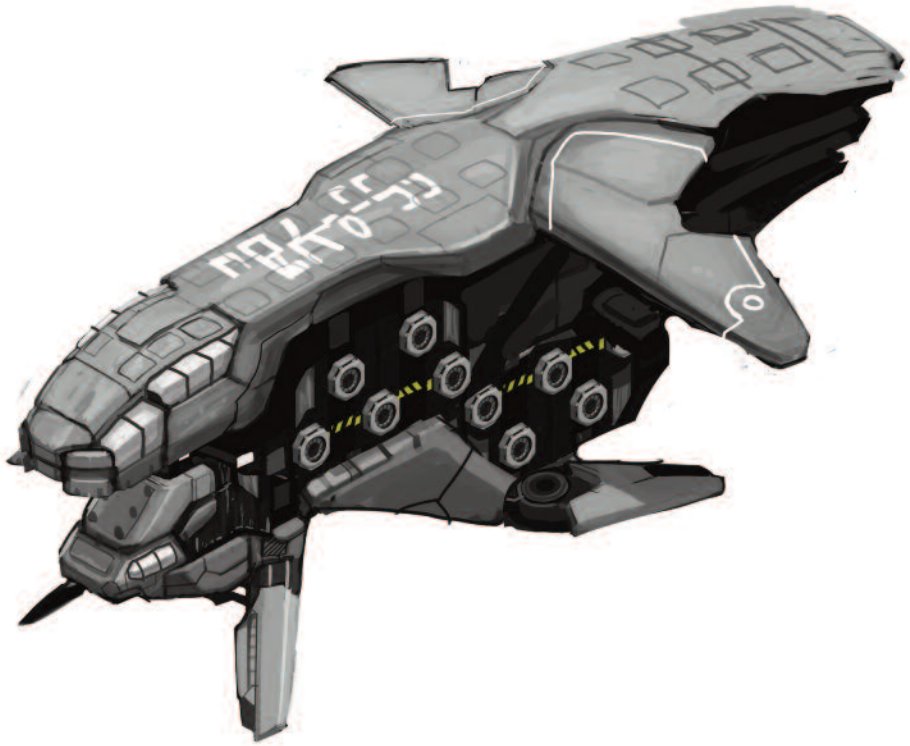
Driving Device console

Driving Space the five squares around the pilot's console in the ship's cockpit.

Crew 0; Pilot (Starship) +5

Decks 1

ES Leonidas Carrier



Colossal space vehicle (Colossal starship)

Squares 900
Free Squares 450 (300)

Defense

AC 18 (+4 Deflection); **Hardness** 10

hp 18,000 (8,999)

Save +13

Offense

FTL 9
Maximum Speed 6000 ft.; **Acceleration** 1500 ft.

CMB +8; **CMD** 18

Ramming Damage 5d8 x10

Description

The Leonidas-class Carrier is the most powerful and advanced starship currently known to man, having been developed at the very end of the Reunification Wars. A single Leonidas represents more power than the entire star fleets of most worlds. In addition to bringing 6 advanced Boudica Fighters into battle, it boasts impressive weapons and shields of its own. The Leonidas is extremely expensive to build and maintain, and it even the Extropy Society can't field many of them. The presence of the Leonidas Carrier is proof that something important is afoot.

Weapons Huge Ion Cannon +8 (6d8 x10, front and starboard arc)
Huge Ion Cannon +8 (6d8 x10, front and port arc)
Huge Ion Cannon +8 (6d8 x10, starboard arc)
Huge Ion Cannon +8 (6d8 x10, port arc)
Huge Ion Cannon +8 (6d8 x10, back arc)
Huge Antimatter Torpedos +7 (1d6 x100, front, starboard and port arc)

Relevant Components: Armor +2, Shields +4, x5 Targeting Computer +1

Propulsion Fusion Drive (space; 225 squares of fusion engines, hp 4,500).

Forward Facing the ship's forward

Driving Device console

Driving Space the five squares around the pilot's console in the ship's cockpit.

Crew 8; Pilot (Starship) +10

Decks 11

Carrier: The Leonidas carries six Boudica Fighters, which can be launched with 6 rounds notice.

ES Boudica Fighter

Colossal space vehicle (Small starship)

Squares 46
Free Squares 23 (8)

Defense

AC 20 (+1 Deflection); **Hardness** 10

hp 920 (459)

Save +7

Offense

FTL 0
Maximum Speed 4500 ft.; **Acceleration** 1500 ft.

CMB -1; **CMD** 9

Ramming Damage 8d8

Description

One of the most advanced star fighters ever designed, the reliable Boudica Fighter has been used by the Society since the start of the Reunification Wars, and it shows no sign of becoming obsolete any time. Boasting ion weapons and shields the Boudica Fighter is more than a match for manner larger but less advanced starships. Boudica Fighters can be found in large numbers around any planet or installation the Extropy Society values.

Weapons Small Ion Cannon +5 (2d8 x10, front and starboard arc)
Small Ion Cannon +5 (2d8x10, front and port arc)

Relevant Components: Shields +1

Propulsion Fusion Drive (space; 12 squares of fusion engines, hp 240).

Forward Facing the ship's forward

Driving Device console

Driving Space the five squares around the pilot's console in the ship's cockpit.

Crew 0; Pilot (Starship) +8

Decks 1

Imperial Imperator-class Carrier

Colossal space vehicle (Colossal starship)

Squares 850
Free Squares 425 (200)

Defense

AC 13; **Hardness** 10

hp 17,000 (8,499)

Save +12

Offense

FTL 7
Maximum Speed 4000 ft.; **Acceleration** 1000 ft.

CMB +8; **CMD** 18

Ramming Damage 5d8 x10

Description

The Imperator-class Carrier was the pride of the old Imperial star navy. For many centuries they were the most fearsome starship known to humankind. Now they make up the majority of the aging fleets of warlords and autocrats who cling to office using the scraps of power left over from the Galactic Empire. Even having the capacity to keep an Imperator-class Carrier running is an impressive feat in this day and age, even if they are not as overwhelmingly powerful as they once were.

Weapons Huge Particle Cannon +6 (6d8 x10, front arc)
Huge Particle Cannon +6 (6d8 x10, front arc)
Huge Particle Cannon +6 (6d8 x10, starboard arc)
Huge Particle Cannon +6 (6d8 x10, port arc)

Relevant Components: Armor +2

Carrier: The Imperator carries four Janissary-class fighters, which can be launched with 10 rounds notice.

Propulsion Fusion Drive (space; 213 squares of fusion engines, hp 4,260).

Forward Facing the ship's forward

Driving Device console

Driving Space the five squares around the pilot's console in the ship's cockpit.

Crew 10; Pilot (Starship) +9

Decks 10

Imperial Janissary-class Fighter

Colossal space vehicle (Small starship)

Squares 46
Free Squares 23

Defense

AC 18; **Hardness** 10

hp 920 (459)

Save +5

Offense

FTL 0
Maximum Speed 3000 ft.; **Acceleration** 1000 ft.

CMB -1; **CMD** 9

Ramming Damage 8d8

Description

Once the standard by which all star fighters were judged, the Janissary-class Fighter is now an aging relic. While still better than nothing, and fielded in large numbers by planets still relying on world Imperial technology, the Janissary is outclassed by modern star fighters. Still, they are one of the most common classes of fighters still encountered now that the war is over, particularly out in the periphery.

Weapons Small Particle Cannon +4 (2d8 x10, front and starboard arc)
Small Particle Cannon +4 (2d8 x10, front and port arc)

Relevant Components: None

Propulsion Fusion Drive (space; 12 squares of fusion engines, hp 240).

Forward Facing the ship's forward

Driving Device console

Driving Space the five squares around the pilot's console in the ship's cockpit.

Crew 0; Pilot (Starship) +7

Decks 1

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